THE HOME *Software* GUILD™

BUYER'S GUIDE

FALL 1983

$3.00

COMM 64 RENAISSANCE p.52

VIC-20 LUNAR LEEPER p.23

T.I. MICROSOFT MULTIPLAN p.64
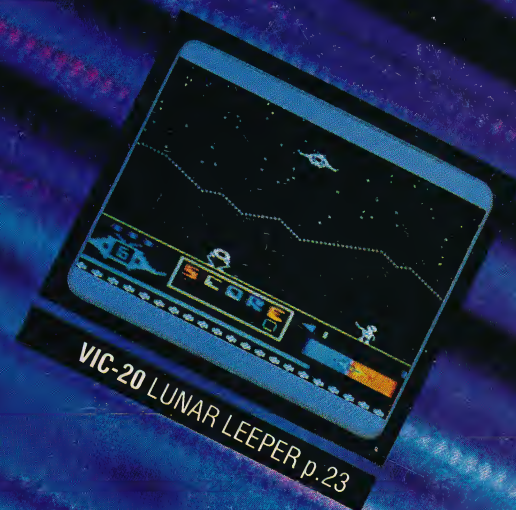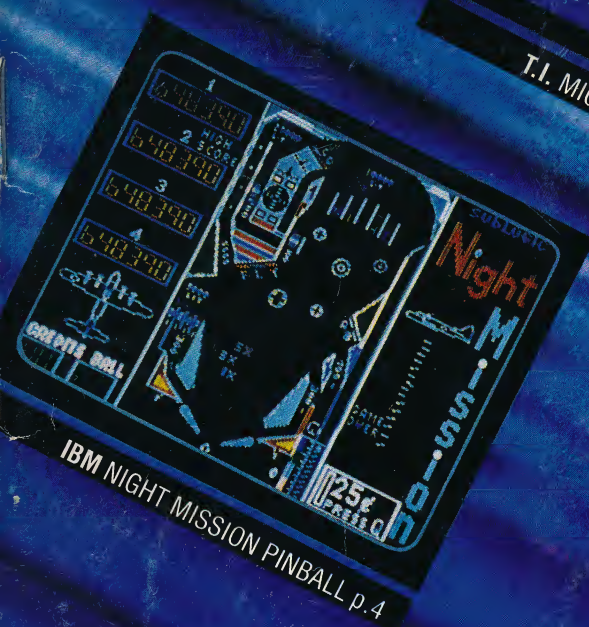
IBM NIGHT MISSION PINBALL p.4

STICKYBEAR BOP

APPLE STICKYBEAR BOP p.37

ATARI ASTROLOGY p.22

IBM ▾ ATARI ▾ VIC-20 ▾ APPLE ▾ COMMODORE 64 ▾ T.I. 99/4A
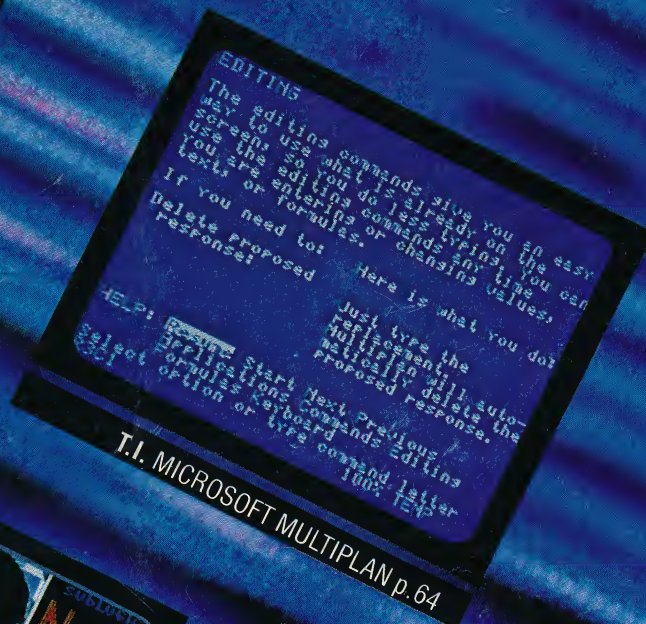
TABLE OF CONTENTS

Dear Home Computer Owner:

Welcome to The Home Software Guild™ Buyer's Guide, your key to taking full advantage of all that The Guild offers.

At The Guild, we're out to make buying good software easier, more affordable, and more satisfying than it's ever been before. To bring you the finest new and innovative programs—the software of today and tomorrow. And to increase the pleasure you get out of computing...and your computer.

What is The Home Software Guild™?

Literally thousands of programs flood the software market each year. With the help of our dedicated staff, plus independent test panels—individuals reflecting all ages, levels of computer experience, and tastes—we select the cream of entertainment, education, and home management/information software. Every program must meet our uncompromising standards for overall quality and value.

We then clearly and objectively review each program, pointing out its entertainment, action, and/or educational value, plus graphic quality, skills and add-ons needed, and more. And please note—we have absolutely no affiliation with any hardware or software company, and accept no advertising. Our only obligation is to you, the computer owner.

As you browse through the Buyer's Guide, you'll probably find many programs—books, peripherals, and other items, too—that you'll want to own. Our low prices and Bonus Stamp program, which is detailed on the inside of the back cover—plus our iron-clad guarantee—allow you to shop freely and with confidence.

We think you'll agree that The Home Software Guild™ Buyer's Guide is the finest single source of software available anywhere. But as good as it is, we'll always try to make it even better. So if you have any suggestions, comments...even complaints...please write to us. We guarantee you'll be heard.

And once again, welcome to The Home Software Guild™

Sincerely,

Rodney Mitchell
Vice President,
Director of Software
Selection

Beth Trachtenberg
Publisher

P.S. You'll find complete ordering instructions on the inside back cover and order form. Also, throughout the Buyer's Guide is our toll free 24 hour order number.

Be sure to read the section on this page that explains the symbols and helps you read the Buyer's Guide.

©GENQUEST, INC. 1983

HOW TO USE YOUR BUYER'S GUIDE

First, turn to the color-coded section listing programs for your computer. The symbol at the top of the page and color bars on the side will help you locate the programs you're looking for quickly.

Next, check the symbols at the head of each program review—they'll tell you which format(s) the program is offered on, and how much memory the program requires. After your format symbol come add-ons like paddles, printer, voice synthesizer and others (see "Add-On" Section below). If a program will work with either a keyboard or a joystick, you'll see both. If it works with only a keyboard, that's all you'll see. Certain add-ons are recommended but not required for a number of programs. In that case, the symbol will be marked "optional." Next comes the symbol for the number of users or players.

The appropriate age or knowledge range is shown for Educational programs. The 3 quality symbols in this category rate graphics, enjoyment and educational value.

Home Management/Information program symbols tell you how long it takes to learn how to use the software and how easy or difficult a program is to use. A quality symbol rates the clarity and friendliness of the documentation.

Finally, for Entertainment software, 3 quality symbols indicate the standard of graphics, enjoyment and action in a program. Adventure, Simulation and Strategy games also indicate the level of user expertise required.

NOTE: All quality symbols have numbers from 1-10 inside them. "10" is the best in each category, "6" is average, and anything below "6" indicates lesser quality. There is a symbol that tells you how many bonus stamps* you'll receive when you purchase the program.

*For a complete explanation of our Bonus Stamp program, see the inside back cover.

TOTAL RATING: On the right side of each screen is a "Total Rating" number. It's a quick, easy way for you to spot the highest rated programs at a glance. It's only a guide, however, and we strongly urge you to check the individual quality ratings for each program to get the whole picture.

$$\boxed{7} + \smile + \boxed{9} = \boxed{23}$$

ENTERTAINMENT
This section includes all your favorite arcade games, as well as the best in strategy, adventure, simulation and sports programs.

EDUCATION
Everything in education from reading to arithmetic, foreign language to computer language, typing to SATs...for youngsters and adults alike.

HOME MANAGEMENT/INFORMATION
Word Processing, Spreadsheets, Home Finance, Astrology, Genealogy, Stamp Collecting, Recipe Filing, Memory Training...It's all in this section—and more!

FORMAT AND MEMORY SYMBOLS	DISK (16K)	CARTRIDGE	CASSETTE (16K)		
ADD-ON SYMBOLS	PRINTER	LIGHT PEN	TRACKBALL	KEYBOARD	CASSETTE PLAYER
	STEERING WHEEL	VOICE SYNTHESIZER	JOYSTICK	PADDLE	PHONE MODEM
USER INFORMATION SYMBOLS	KNOWLEDGE LEVEL OR EXPERIENCE LEVEL (Beg./Int./Adv.)	EASE OF USE (Easy/Avg./Dif.)	AGE RANGE	HRS. TO LEARN	NUMBER OF PLAYERS	# OF BONUS STAMPS EARNED
QUALITY SYMBOLS (1-10)	DOCUMENTATION	GRAPHICS	EDUCATIONAL VALUE	ACTION LEVEL	GENERAL ENJOYMENT LEVEL

NOTE: To get the most out of THE HOME SOFTWARE GUILD™ BUYER'S GUIDE, please also read the section on the inside back cover "How We Test Software and Make Our Decisions."
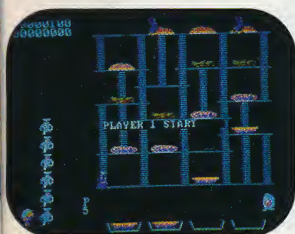
BURGER TIME
MATTEL ELECTRONICS

You deserve a break today…try Burger Time. Have it your way…as long as it's playing Burger Time. Over 3 million have been served…up great arcade fun with Burger Time.

We're quickly running out of burger buzz words here, but not out of praise for the arcade alley hit, Burger Time.
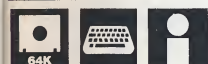
You're the short-order chef, running frantically up ladders and across platforms. Cross a bridge and you can make a bun, burger, or piece of lettuce fall onto the plate below. Mad-dog hot dogs, eager eggs, and persistent pickles chase you all over the screen. You can try to bash them betwixt burger and bun, which is fatal, or you can stun them by throwing pepper. If you make 4 complete burgers, you're allowed to move up to the next level.

Lots of hot and juicy action here. If you don't believe us, go ask Wendy…if you can find her. She's probably out playing Burger Time with Ronald and the King. (Requires a color graphics adapter.)

DISK

ITEM #	1085D
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 26 RATING

SPEED READER II
DAVIDSON & ASSOCIATES

Speed Reader II is an exceptionally clear and well written tutorial, designed to help you increase your reading speed while maintaining or even increasing your comprehension.

The program uses 6 types of exercises to increase your performance and monitor your progress. The first 4 expand visual span, increase and strengthen eye movements, and teach you to use peripheral vision. For the most part, these exercises begin with small groups of letters and words. As you improve, you are asked to read longer groups with greater speed.

The 2 other activities are timed reading tests of much longer passages. A variable window controls the number of lines appearing on the screen each time. Most of the exercises allow for optional speed and comprehension tests.

The documentation, which is superb, includes a 10-lesson course in which you use various combinations of the exercises to increase your reading speed. Within the exercises, the program will not allow you to go to a higher speed level until you've correctly completed the previous one. We particularly liked that feature since it helps avoid the frustration that often comes with being asked to learn new skills before the old ones are fully mastered. It's recommended that the user return to the program periodically to brush up on his new skills.

Reading selections in the program are divided between passages on speed-reading technique and topics of general interest and are pretty good. But if you wish to customize the course for a child or student, a versatile editor allows you to input your own selections.

All in all, a first-rate tutorial that we feel is suitable for the student or the professional.

DISK

ITEM #	1097D
SUG. RETAIL	$69.95
H.S.G. PRICE	$62.95
BONUS STAMPS	252

TOTAL 25 RATING

WORDVISION
BRUCE & JAMES

Wordvision has all the characteristics of a home word processing program, many of the characteristics of a basic professional program, and a highly original approach to user-friendliness. (If you have general questions about what word processing programs do, please refer to the back page of this Guide.)

Among the features are: underlining, bold face, right justification, double spacing, and tab settings, which enable you to create form letters.

Wordvision is screen-oriented; with the exception of bold face and underlining, what you see on the screen is exactly what you will see in your hard copy.

And now for something completely different. Wordvision has found an ingenious way to simplify word processing, and save the user the trouble of mastering the entire, rather overwhelming, IBM keyboard. The program designates a certain number of keys as "chameleon keys." You put little labels with colors and symbols (clubs, diamonds…) on these keys. Rather than learn dozens of complicated multiple key commands, all functions can be accessed from these major keys. The screen gives you color and symbol prompts, telling you which mode you're in, which one you might want to go to next, and which functions are now associated with which keys.

It may sound odd, but it is surprisingly easy to get used to. This organic, visual approach is also an excellent means of introducing children to word processing.

Unlike most documentations, this one is delightful. It is both humorous and refreshingly realistic in its approach to word processing. As of this printing, Bruce and James have announced a spell checker that will work with this program and other IBM word processors. We hope to offer it in our next guide.

Wordvision is designed to work with Epson or other parallel printers, but can be adapted for serial printers.
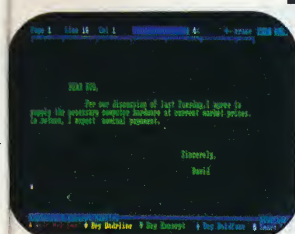
DISK

ITEM #	1105D
SUG. RETAIL	$49.95
H.S.G. PRICE	$44.95
BONUS STAMPS	180

ENTERTAINMENT

▼ **THE WITNESS:** Scandal, intrigue, sordid lies and twisted alibis. You're the private eye in this electronic whodunit, set in the 1930's in Hollywood. (The latest from Infocom on page 3)

▼ **CHAMPIONSHIP BLACKJACK:** Hot gambling action for up to 5 high rollers at your own computer casino! (See page 2 for the deal)

▼ **QUOTRIX:** Brain twisters for word lovers…Trivia, unscrambling, hangman and guess the famous quote, all in one great game! (Page 4)

EDUCATION

▼ **PC PAL/PC TUTOR:** 2 programs that will help you get the most out of your IBM. First rate tutorials (Page 5)

▼ **COMPUTER SAT:** Provides excellent drill on SAT topics as well as teaching test taking techniques. (Help your child go to the college of his choice by turning to page 5)

▼ **STORY MACHINE:** Teach your children to love reading and writing. Your child writes the story and the computer actually brings the story to life! (Page 6)

HOME MANAGEMENT/ INFORMATION

▼ **DOW JONES MARKET MANAGER:** From the first name in finance, a powerful tool to help you update your portfolio. (Page 8)

▼ **PFS FILE:** Keep your records on disk the easy way. One of the most friendly and flexible file programs ever created. (Pull the file on page 7)

▼ **MICRO-COOKBOOK** Comes with over 100 recipes, lets you file your own, helps plan menus, make shopping lists, and figure out proportions. Does everything but the dishes. (For the main course turn to page 7)
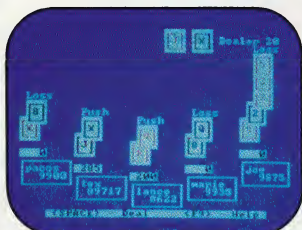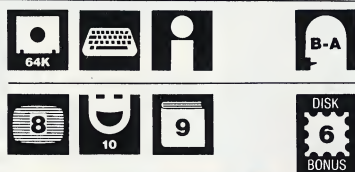
CHAMPIONSHIP BLACKJACK
PCSOFTWARE

One of the many features we enjoyed in Championship Blackjack was being able to set our own bankroll, as long as it was less than a million dollars.

The program is the best blackjack simulation we've seen yet. It's fun to play, easy to use, and very complete. It's as well suited for the casual player as it is for someone who's dedicated to learning the game.

Up to 5 hands can be played against the computer/dealer, just like playing in a casino. You set the rules by which you will play: Atlantic City, Vegas Strip, Vegas Downtown, Tournament, etc. You are allowed—in fact reminded—to split, double-down, and buy insurance.

The documentation has extensive sections (with tables) on both basic blackjack strategy and the Julius Braun point count system. After you have played your cards, you can ask the computer what moves you should have made, according to either strategy. You may also have the computer play a hand alongside you.

At any time, you may pause play and request game statistics, a record of what you've bet, how much you've made or lost, how many hands you've won, the lowest you've ever been, and so on. This is an excellent feature if you wish to know how well you might have fared over several hours of casino play.

Oh yes, in case you're a card counter, the computer will tell you when it's shuffling so that you know you have to start over again. Without a color graphics adapter, display will be monochromatic.

TOTAL 27 RATING

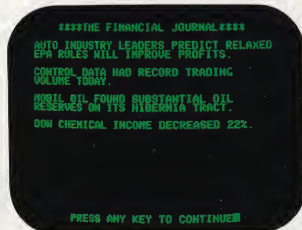|	DISK	
ITEM #	1087D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	**$31.45**	
BONUS STAMPS	126	

MILLIONAIRE
BLUE CHIP

Who hasn't said, "I'm sure I could make a million if only I had the capital"? Well, while you're waiting for your ship to come in, you might want to try your hand at Millionaire, an exciting stock market simulation game. Start with $10,000. Then you're on your own, as you try to make a million.

Millionaire creates a market environment based on real market trends, not randomly generated numbers. The environment consists of 15 major corporations, news reports, graphs on individual company productivity and industry trends, weekly updates on prices and trading activity, and more.

A session or game consists of 90 weeks of trading. You enter at week 14 with that much information to draw on while deciding what to buy and sell. At the end of the game, your net worth is computed (minus commissions and taxes) and saved by the computer, which then creates a new market environment for you to trade in.

As you make more money, your status increases and more investment opportunities are made available to you. You will be permitted to buy on margin, exercise put and call options, and take out loans of up to 80% of your net worth. Of course, at higher levels, it becomes easier to get rich (also easier to lose your shirt).

Documentation is clear and will get you into the game quickly, but it is not as complete or helpful as it could be. Some familiarity with the stock market will make the game easier and more enjoyable, although a novice can do well with a bit more time. Commands are easy to use; graphs are readable.

Millionaire won't replace an MBA but a budding business mind might find it useful in understanding the marketplace.

TOTAL 22 RATING

	DISK	
ITEM #	1075D	
SUG. RETAIL	$59.95	
H.S.G. PRICE	**$53.95**	
BONUS STAMPS	216	

FROGGER
SIERRA ON-LINE

Kermit wasn't joking when he said, "It's not easy being green." Frogger has it tough, but you'll have a great time with this, the best computer rendition we've seen of the arcade favorite.

You must get Frogger home, but first he'll have to cross 3 lanes of speeding traffic. Then there's the river. Hop on a turtle's back, then jump on a log. Please be careful—those turtles go under sometimes and falling off a log...well, it's as easy as falling off a log. Frogger can't swim.

You can earn extra points by rescuing pink frogettes or eating a fly. Bring Frogger home 5 times and you will be rewarded (sic) by even faster traffic and some snapping alligators. Requires color graphics adapter.

TOTAL 19 RATING

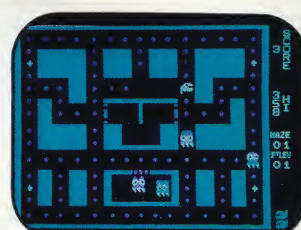|	DISK	
ITEM #	1076D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	**$31.45**	
BONUS STAMPS	126	

SNACK ATTACK II
FUNTASTIC

Snack Attack II is a maze game in the now legendary tradition of Pac Man. You are the Blue Whale, who must gobble up all the gumdrops while running from the Gumdrop Guards. Get caught by any of these guys and you'll explode, presumably from overeating. If you eat all the gumdrops, you move on to the next maze. Each maze contains special doorways, some of which open only for you, while others open only for the guards. There are magic stars (energizers) and random desserts, which give extra points.

Snack Attack II has colorful graphics and ample opportunity for action and strategy, but it is definitely a child's game.

Our friend, Kristy, who is 4 years old, liked this game because it's "like Pac Man, but easier to play." She thought most of her friends would agree. Requires color graphics adapter.

TOTAL 23 RATING

	DISK	
ITEM #	1077D	
SUG. RETAIL	$38.95	
H.S.G. PRICE	**$35.05**	
BONUS STAMPS	144	

BUZZARD BAIT
SIRIUS

There's been some disagreement over this game. Some people think that buzzards sweeping down to catch humans and feed them to their young is macabre. Yet others think that the little humans, feet kicking wildly, are kind of cute.

There is no question, however, about the fast-paced arcade action of Buzzard Bait. Move your ship, trying to shoot down the Buzzards. If you hit one holding a human, he'll drop the little guy. Make sure the human lands on your ship so he'll be safe. Sometimes you'll jump over flying penguins. (Penguins fly?) In a bonus round, you earn extra ships by collecting ship parts that are floating around a mine field filled with more flying penguins. A ghoulish good time.

A color board is required for color graphics, but the action is just as good in monochrome. Without a color graphics adapter, display will be monochromatic.

TOTAL 26 RATING

	DISK	
ITEM #	1086D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	**$31.45**	
BONUS STAMPS	126	

ZORK I, II, III
INFOCOM

A person could find himself in Zork heaven with this trilogy of adventures. In all of these programs you will find some of the most richly detailed, fantasy/adventure prose ever written for a computer. Each episode is complete unto itself, yet each one adds to the splendor of the "Zorkian" universe.

First, some notes about the series as a whole. You will enter a world of treasure and plunder, ogres and trolls, high hopes and false leads. You will be asked to solve puzzles, chart endless mazes, rescue maidens and avoid thieves. You may even have to choose between good and evil.

Make maps of your travels and keep an inventory of the treasures you have taken and the characters you have met. You can pause or save the game while you plot your strategy.

The programs have a flexible vocabulary, and commands in plain English (i.e., Enter cave. Take emerald, not sword) and commands in plain English. This can save hours of frustration, searching for the right word.
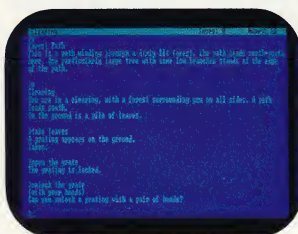
In Zork I, you enter the Great Underground Empire, where you must retrieve 20 pieces of treasure. You will explore rivers, forests and caves on your quest. It will be dark and dangerous, so you must master the lantern and the sword.

Zork will give you points for treasure rescued and other acts of bravery, but you must be cautious at times. As a general rule, creatures in Zork fight back. If you have already been wounded, it might be wise to let Zork diagnose your health before you attack. There are severe penalties for dying.

In Zork II, you enter the realm of the Wizard of Frobozz. Sure, he's getting old, but he still has many a nasty trick up his long and flowing sleeve. You will meet a friendly robot, a princess who wants only you to rescue her, and a unicorn.

Zork III is entitled The Dungeon Master. The success of your quest in the deepest reaches of the Underground Empire hinges on discovering the secret purpose of this Dungeon Master. It is he who will oversee your ultimate triumph or terrible destruction. Zork III fleshes out the fantasy universe and adds a moral dimension to your journey. This is by far the most difficult of the adventures; beginners should start with Zork I.

We don't recommend these adventures for small children. They're far too difficult. However, D&D fans and anyone who has ever dreamed of being the hero in his own epic adventure will be thrilled for hours at a time. Why sit daydreaming at your desk when you could be using your computer?
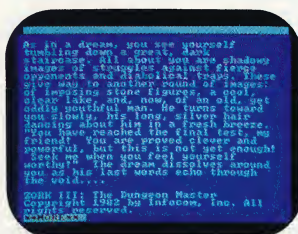
TOTAL 23 RATING

ZORK I	DISK	
ITEM #	1078D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	
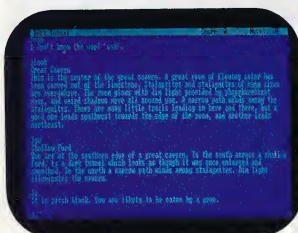
TOTAL 23 RATING

ZORK II	DISK	
ITEM #	1079D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

TOTAL 23 RATING

ZORK III	DISK	
ITEM #	1080D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

THE WITNESS
INFOCOM

The year is 1938. It's just another hot night in the City of Angels and you're trying to make it through without coughing yourself to death. You're working on a case; it's ugly, but no more so than a dozen others you've seen in Hollywood. It seems this diamond-dripping society dame did herself in, and now some low-life bum is putting the screws to her husband, Mr. Linder.
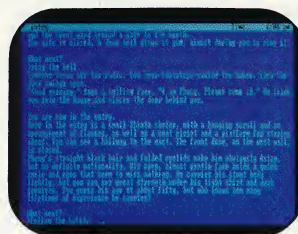
You get an urgent call to go to the Linder place. While you're there, someone takes out the old equalizer and pumps Mr. Linder full of hot lead. He runs before you get a good look at him.

You've got 12 hours to work through a maze of twisted motives, cheap alibis and sordid lies.

Could it be the butler, Phong? Maybe it's Monica, the spoiled daughter? Underneath the giggles there lurks a viper. Or maybe it's Stiles, the dead dame's boyfriend. This is real life, pal; everyone's got a motive.

In The Witness you will search the mansion and the grounds, interview the suspects, and read through police files to find the answer. Don't bother guessing; you can't win unless you have the evidence to make your accusation stick.

The documentation is fantastic. You are given a facsimile of a 1938 newspaper with an account of the suicide, a copy of the suicide note, and *The Detective Gazette*, a manual which looks just like a 1930's pulp magazine.

The program accepts a wide range of commands in plain English, though when it talks back to you, it may sound more like an old movie.

Apply yourself. Every move you make counts as another minute on the clock. If you fail…it just might mean the big sleep.

TOTAL 25 RATING

	DISK	
ITEM #	1081D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

SNOOPER TROOPS 1 & 2
SPINNAKER

The Snooper Troops programs are delightful mystery adventure games for younger people. They're much closer in spirit to Nancy Drew than to Agatha Christie, so—as parents will be pleased to know—the stories are challenging but they aren't scary or violent.

In Snooper Troops 1, you are a detective assigned to investigate the disappearance of a prized Siamese cat from the Cable Mansion. Naturally the family is distraught. To top it off, the house suddenly seems to be haunted. Could there be a connection?

The computer allows you to question suspects, take a "Snoopshoot" of clues, and search rooms. You're given a car, which you drive from house to house on your investigation.

The user does not actually come up with his own questions or course of action, but in each situation is given a wide range of choices by the computer. It may, for instance, allow you to enter a house through the front door or sneak in a window. The program comes with a notebook. It is essential that you write down what you've learned in your investigation. (Hint: Remember your ID number and make maps.)

Snooper 2 is identical to the first in format, but is a whole new adventure with more zany characters and tantalizing situations. In this case, the Tabasco family, who owns an aquarium, has noticed a lot of interest in its dolphin—strange calls, offers to buy it. Then one night, hooded thieves break in and steal the dolphin. The only clue is a mysterious jungle scent in the air. Could there be a connection with a missing diamond in a nearby town? The police don't know where to start; besides, where can you hide a dolphin? Though the adventures were designed with children in mind, the challenge is such that adults and children could have great fun working on them together. Requires color graphics adapter.

TOTAL 23 RATING

TOTAL 23 RATING

	#1 DISK	#2 DISK
ITEM #	1073D	1074D
SUG. RETAIL	$44.95	$44.95
H.S.G. PRICE	$40.45	$40.45
BONUS STAMPS	162	162

DEMON'S FORGE
BOONE

All day long, the IBM PC double disk drive has been clattering and spinning. It's been crunching numbers and justifying text; it's made mailing lists and tutored your son-in-law in Swahili. Of course, the PC doesn't complain, but deep inside, a little voice is saying "Free me."

If you and your PC are looking for a change of pace, you might consider Demon's Forge, a challenging adventure game with wonderful graphics. (Each step you take is another screen.)

You are a famous gladiator, who has been thrown into the slammer for taking out 4 palace guards in a tavern brawl. But this is no regular dungeon. It's the Demon's Forge. It has only one entrance and one exit, but countless chambers and tunnels between the two.

You will explore, solve puzzles, learn magic, pick up clues (stop to admire the graphics) and maybe, just maybe, you'll get through to the other side.

Demon's Forge is a real brain twister, but the designers have thoughtfully included several features that the beginning adventurer will find very helpful. Syntax requirements are strict, but the program permits you to enter compound commands, thus covering several steps at once, and the game opens with a nifty little demo that helps you learn how to tell the computer what to do.

Hitting the enter key allows you to review your past commands, which could be particularly useful if you've forgotten

TOTAL RATING 27

DISK		
ITEM #	1089D	
SUG. RETAIL	$35.00	
H.S.G. PRICE	$31.50	
BONUS STAMPS	126	

which direction you've taken. The Quick Save function allows you to save the game in an instant—an excellent idea before a dangerous move.

We haven't seen any other IBM adventure with graphics like this one. You really feel as if you're looking into a treasure chest or moving down a torchlit tunnel.

People have been known to wander aimlessly in the Demon's Forge for years. You may never do a sales report again. (Without a color graphics adapter, display will be monochromatic.)

FLIGHT SIMULATOR
MICROSOFT

If you are a seasoned flyer or someone who's always wanted to learn how to fly, this program should give you hours of stimulating entertainment. Flight Simulator duplicates actual flying conditions and allows you to account for 36 different conditions of real flight: altitude, turbulence, cloud cover, engine speed, and time of day, to name just a few. The user may add more and more challenging combinations of these variables as he masters basic flight.

Strong documentation teaches you the basic principles of flying as well as giving clear instructions on how to alter the program to your needs.

The screen is split in half by a horizontal line above which is a 3-D simulation of the pilot's field of vision. The graphics are not colorful; rather, they are schematic drawings of trees, buildings, and landing fields like those you would find in a professional flight simulator. The bottom half of the screen is filled with a very realistic instrument panel. Radar, directional, and other information is updated as you fly.

Because of the unusually rich amount of information in this simulation, beginners may start in Easy Flight Mode where you fly under optimal conditions. As you improve you will want to go on to Reality Flight Mode or perhaps design your own course. The program also allows you to

TOTAL RATING 20

DISK		
ITEM #	1082D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

play the British Ace War Game where you can put your dogfighting and flying skills to the ultimate test.

We found this to be a well designed and challenging program—hardly an arcade game but, for someone with an interest in flying, a real bonanza. Of course, you can forget all about clogged ears and Dramamine. Think you can live without them? Requires color graphics adapter.

CROSSFIRE
SIERRA ON-LINE

Alien ships are in the city. Shoot them. Criss-cross game grid. Fire, fire, fire. Aliens shoot back.

Warning tone. Only 10 missiles left. Bonus target, extra missiles. Good. Aliens are ugly. Four different kinds. Higher levels, fewer missiles.

Alien ships are in the city. Shoot them. (Without a color graphics adapter, display will be monochromatic.)

TOTAL RATING 22
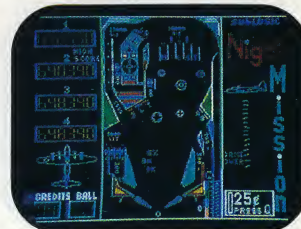
DISK		
ITEM #	1088D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

"NIGHT MISSION" PINBALL
subLOGIC

The most incredible pinball simulation we've seen. Every nuance of the real thing has been captured in "Night Mission" Pinball. You almost feel the ball, sense its weight on the flippers, the smooth rolldown, the way the flippers hold the ball before the flip. You can use the keyboard to jostle the game and the ball will shift its course. Do this too much, though, and you'll tilt.

Please pardon the list, but PB fans will appreciate it. This game has 5 bumpers, 7 stand-up targets, 9 rollers, 2 spinners, and a hole kicker. You can have 4 balls in play.

Best part: after playing in the regular, slow, high-speed and cosmic modes on the program, customize and save your own game. Adjust values for incline, spinner friction, target values, bounce, there's no more room…tilt, tilt…tilt! (Without a color graphics adapter, display will be monochromatic.)

TOTAL RATING 27

DISK		
ITEM #	1083D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

QUOTRIX
INSOFT

Do you know which rock group sang with Dion, who won an Oscar for *Roman Holiday,* or what *bactyilia* really spells?* Knowing would help your QuoTrix score.

The computer selects a quotation. It gives the author's name and displays the quote, hangman style, as a series of blanks. You must use one of 4 challenging methods to guess the quote, word by word. You may unscramble a word, play hangman, guess directly (risky) or play a jeopardy type game in which you answer trivia questions. Among the categories are: books and authors, capitals, rock groups and crossword clues.

The game has 5 levels. Even the first one is pretty tough. There's some repetition but not enough to be a problem. It occurred to us that if teams were set up, QuoTrix would be great for parties.

*Answer: The Belmonts, Audrey Hepburn, capability.

TOTAL RATING 20

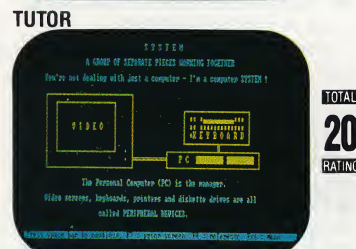| DISK		
ITEM #	1084D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

PC PAL/PC TUTOR
COMPREHENSIVE

PC Pal and PC Tutor are both designed to introduce you to your IBM PC and to computing in general. Both programs are very straightforward. They contain great volumes of information and require sustained effort if they are to be used to their fullest extent. We suggest you go through the PC Pal program first. It introduces you to the IBM PC hardware, many of its specific features, and ways of using it with the basic software groups.

The first section of PC Pal discusses the keyboard. As you are instructed in the functions of specific keys, an animated figure acts out some of these functions. But the emphasis is on education, not on games. The computer asks you fairly simple questions. However, it will not tell you the right answer; instead, it will ask you to try again.

The second section takes up some basic procedures in spreadsheets, word processing and programming in Basic. A third section discusses computer hardware and is the least demanding section of the program.

PC Tutor is designed for those who are somewhat familiar with the IBM and are serious about learning to do more with it. In many ways, this program functions in place of the rather clumsy IBM PC manual.

Among the subjects covered are computer concepts, diskettes, files (how information is stored), and the structure of the PC disk operating system. These programs are about the best PC tutorials we've seen, but that doesn't mean the programs are easy.

PAL

TOTAL 20 RATING

TUTOR

TOTAL 20 RATING

	PAL DISK	TUTOR DISK
ITEM #	1093D	1092D
SUG. RETAIL	$39.95	$59.95
H.S.G. PRICE	$35.95	$53.95
BONUS STAMPS	144	216

COMPUTER SAT
HARCOURT BRACE JOVANOVICH

Computer SAT is not a flashy program. There are no slick graphics, and you won't hear the voice of Captain Invincible telling you that you have identified the correct synonym, thus saving the English Language. SAT is a solid educational program. It is designed to introduce the student to the type of problems he/she will encounter on the college aptitude tests, pinpoint the student's weaknesses, and then, through practice and drill, improve the student's performance.

The program helps to relieve fear by familiarizing the user with analogies, sentence completion, math reasoning, quantitative comparisons and graphs. (These are all areas covered on the College Boards.) The student begins by taking a sample test on the computer. The program tallies and analyzes the results and finally suggests a course of study. The student then uses the extensive manual (460 pages) and the computer for drill and practice. Periodically he takes more sample SAT tests and charts his progress. We find the major strength of this program is its ability to quickly identify the areas in which the student needs work.

A student should have no problem learning to use this program by himself. However, we would like to emphasize that only dedicated application will result in

TOTAL 19 RATING

	DISK	
ITEM #	1094D	
SUG. RETAIL	$79.95	
H.S.G. PRICE	$71.95	
BONUS STAMPS	288	

improved scores. The program was designed by Doris Selub, Reading and Assistant Superintendent, Freeport Public Schools, and Morton Selub, Director of the College Entrance Institute. The program has a sound educational foundation and is well worth the time and effort required to master it.
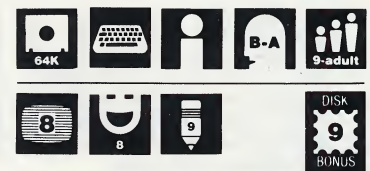
MASTERTYPE
LIGHTNING

MasterType is one of those programs that make you wonder how you ever got on without computers. Through a miracle of technology, something as odious as learning to type is transformed into something that's as much fun as Space Invaders. Whether you're learning to type for the first time or wish to improve existing skills, we think you'll find MasterType effective, educational, and, though it borders on heresy to say so, great fun.

Your spaceship, located center screen, battles aliens, who represent letters or words on your practice list. Type the letter or word correctly and the enemy is destroyed. Fail too many times, you're blown up.

The 18-lesson course is laid out like more traditional typing courses. You begin on home row. Gradually you learn to use each row in building longer and longer words. Finally you will be typing 9-letter words while using numbers and shift symbols from every part of the keyboard. Each lesson has a practice list you must battle in "typerspace". Your score is computed in words-per-minute. Each succeeding wave of aliens demands that you type faster.

You may begin the program at any level you wish and you can control the speed at which you are asked to type (5-200 words-per-minute). Many people find

TOTAL 25 RATING

	DISK	
ITEM #	1090D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

they have specialized typing needs; in that case, you may program the computer with your own list of practice words.

MasterType is well planned and efficient—a *superb* example of how a good program can make drill and practice fun without sacrificing educational value. (Without a color graphics adapter, display will be monochromatic.)

SPELLICOPTER
DESIGNWARE

Spellicopter's combination of spelling drill and arcade fun seems to have great potential as a learning aid.

The program comes with 400 words, divided into lists of basic, intermediate and advanced levels. If you wish, you may add your own lists as your child's spelling needs change.

Before each game, you look at a list of the 10 words you will have to play. Then the first screen appears, with your spellicopter and a context clue. A context clue might be: "Kassi, _____ the ball." Now you must fly your plane through clouds and over dangerous mountains until you reach the letter field, where the missing word will be—but not with letters in correct order. Pick up the word, with letters in the right order, and fly it home.

Adults, playing with children, might forego looking at the list and using the context clue; instead, they can play Spellicopter as a very challenging anagram game.

Though Spellicopter is primarily a spelling drill, its usefulness touches on other areas. The drilling improves short-term memory skills, and the context clues strengthen vocabulary skills.

You may adjust the arcade level independently of the word level. This was fortunate for us, since we had a much harder

TOTAL 22 RATING
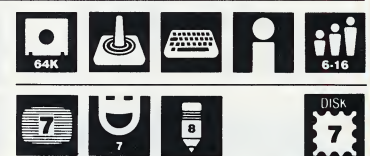
	DISK	
ITEM #	1091D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

time flying the 'copter than spelling the words.

The program's flexibility makes it well worth the cost. With conscientious updating, Spellicopter could provide useful practice in spelling and vocabulary throughout most of a child's grade and secondary school years. (Requires a color graphics adapter.)

STORY MACHINE
SPINNAKER

Not quite a tutorial and not quite a game, Story Machine is a wonderful way to spend time with your children and with the computer that they will no doubt expropriate in a few short years.

Using words (verbs, nouns, articles and prepositions) from the computer's dictionary, your child writes a short story. As the child writes "boy," a picture of a boy appears on screen. If the child writes "The boy runs," the screen will show the animated boy running. After the child has written a complete sentence or story, the computer plays back an animated version of the whole thing. We've seen kids get incredibly excited about what they've created.

Using a vocabulary of about 40 words, Story Machine helps a youngster develop his sight vocabulary, and teaches him that writing can be fun. We think a program like this often serves as an excellent introduction to computers since it clearly illustrates the concepts of input and response.

Story Machine is easy to use, but the parent will probably have to work with the child the first few times. Requires color graphics adapter.

TOTAL RATING 24

DISK	
ITEM #	1096D
SUG. RETAIL	$34.95
H.S.G. PRICE	**$31.45**
BONUS STAMPS	126

MATH BLASTER!
DAVIDSON & ASSOCIATES

Math Blaster! uses first-rate arcade action and solid drill work to help students from 1st through 6th grade master basic math facts.

The program has been designed with a particular educational philosophy in mind. The idea is that basic math facts should be memorized. When faced with a problem, the student should know the answer automatically without stopping to calculate. With these basics mastered, the student can easily move on to more advanced mathematics.

The program covers addition, subtraction, multiplication, division, fractions and decimals. Each topic can be studied on one of 5 levels of difficulty.

Once you have selected a topic and a level, the designers suggest you work your way through a series of exercises. But no one's stopping you if you want to go straight to the game and blast away.

The first exercise introduces you to a set of problems and their answers. Numbers are large and easy to read. The second section asks the child to recall what he has just learned, and the third section encourages the child not only to know the problem, but to be able to reason it out as well. The problem is shown with a part missing, and the child is asked to complete it, e.g., $2 + \underline{\hspace{1cm}} = 4$.

Finally, you get to the Math Blaster game—a great arcade game in which you must shoot a man out of a cannon towards the correct answer to a flashing math problem. You control the speed and degree of difficulty.

Math Blaster! only sounds complicated because it is so complete. In fact, it's an easy way to help your child through at least 5 years of grade-school math. An editing function allows you to add your own problems, further extending the life of the program. (Without a color graphics adapter, display will be monochromatic.)

TOTAL RATING 27

DISK	
ITEM #	1099D
SUG. RETAIL	$49.95
H.S.G. PRICE	**$44.95**
BONUS STAMPS	180

EARLY GAMES FOR YOUNG CHILDREN
COUNTERPOINT

Early Games For Young Children is a program of 9 games designed to help your preschooler master important developmental skills while having fun.

Two of the activities are matching games; large, colorful letters or numbers are displayed on the screen and the child is asked to press the corresponding key. The screen won't change until the right key is hit, so encourage your child to experiment until he finds it.
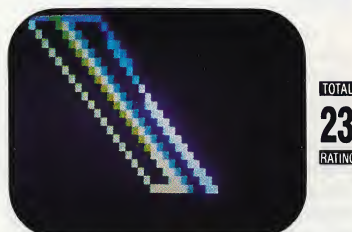
In the Alphabet game, a letter is displayed on the screen and the child is asked which letter comes next.

In 3 separate games (Count, Add, Subtract), the child is asked to figure out things by counting colored blocks. We suggest you explain that " + " and "−" are symbols, not oddly shaped blocks.

In the Name game, the parent types in the child's name, which is then displayed in large letters on the screen. Help your child type his own name. It's often the first thing he wants to learn how to write.

In the Compare Shapes game, your child looks at 4 shapes on the screen and is asked to pick which one is different.

The last game is Draw. In this mode, the child can draw brilliantly colored geometric pictures by using several of the keys on the keyboard. Not only is this fun that your child will enjoy long after he's mastered the other games, but it can also help the youngster develop left-right orientation and spatial-relationship skills.

EGYC has a terrific pictorial menu, which lets the child select a game himself by touching any key on the keyboard when the right picture appears on the screen.

It would be nice if the program were easier for the child to use alone, and if it gave a bit more positive reinforcement, but we believe that if parents work alongside their children, these problems can be overcome. (Without a color graphics adapter, display will be monochromatic.)

TOTAL RATING 23

DISK	
ITEM #	1095D
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

WORD ATTACK!
DAVIDSON & ASSOCIATES

Word Attack! combines rapid-fire fun with serious education in a highly challenging and flexible format.

With Word Attack! you may study nouns, verbs, and adjectives from a 675-word list. You pick a level between 4th and 12th grades. After selecting a level and topic, you are encouraged to go through a well-thought-out series of exercises before playing the game, but it's your program. You can do whatever you want to.

Exercises begin with a 25-word display that includes a definition and a sample sentence for each word. The next section tests your recall with multiple choice questions, while the third section asks you to type the missing word into a sentence. Graphics and a nifty cheer give positive reinforcement for doing well.

If you've come this far, you should be an ace at the arcade game. A definition or synonym flashes on the bottom of the screen and 4 possible matches appear at the top. You have to move your attacking man (he looks like a professor) to the right choice and blast away. You choose the playing speed.

A versatile editing function allows you to add your own words to the list, in case you wish to provide practice for the same words your child is learning in school. With the addition of some even harder words, the program could be very useful to kids preparing for the PSAT and SAT tests.

Word Attack! provides all the benefits of a vocabulary workbook and none of the drudgery. When used to its fullest extent, a program like this could be a constant companion through 9 or 10 years of schooling. (Without a color graphics adapter, display will be monochromatic.)

TOTAL RATING 27

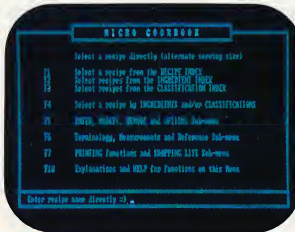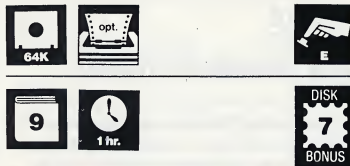| DISK	
ITEM #	1098D
SUG. RETAIL	$49.95
H.S.G. PRICE	**$44.95**
BONUS STAMPS	180

MICRO COOKBOOK
VIRTUAL COMBINATICS

Micro Cookbook is an extremely versatile program that contains over 100 recipes and can file many of your own. It also prints a list of ingredients and can compute how much you will need of each item, depending on how many people you are planning to feed.

The program's recipes cover a wide range of cultures from duck a l'orange to chili con carne. Though we didn't cook any, our resident expert said they looked better than average and simple to prepare.

Though the recipes are not listed alphabetically, they are filed by category and ingredient. You could, therefore, request a file on salads or a file on all recipes with basil. Another feature allows you to select all salads with basil in them.

We appreciated being able to store our own recipes. No more thumbing through greasy magazines when planning a large dinner. Just scan the list. The computer will print out the ingredients and correct proportions for your recipes as well as its own. Other features include useful sections on measurements and cooking terminology.

MC is easy, and when used to its fullest, satisfies a real need. A friend told us the following story. Before work she sat down with the program and found the salad and dessert to go with her sole Florentine. By 3 pm she knew who was coming for dinner so she phoned home.

	DISK	
ITEM #	1103D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	**$36.00**	
BONUS STAMPS	144	

Her son ran an ingredient list and checked it against the larder. He read her the results, and she picked up what she needed on the way home.

We suggest you use a printer with the program and take the hard copy, not the hardware, into the kitchen.

Postscript: Our friend's dinner was a huge success. Her boss loved her cooking and her computer proficiency. She got a million-dollar raise.

FAMILY ROOTS
QUINSEPT

We feel that you should be warned up front that FAMILY ROOTS is not an easy program to use. However, we carry it because the program is very thorough, and because it is the best one available for the professional or individual interested in genealogy.

Basically, this program allows you to enter genealogical data, update it, search it and sort it in a variety of ways—and, of course, print out the information at your convenience.

FAMILY ROOTS is divided into several sections, many of which you will use in combination. In the first part, *Edit,* you enter raw genealogical data: date and place of birth and death, address, occupation, mother, father, children, and spouse(s).
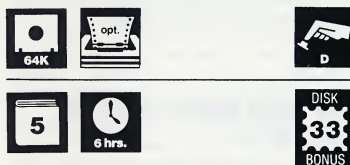
Chart prints several types of genealogical charts: free-form charts, 4-generation pedigree charts, and a special 1-page, 6-generation pedigree chart.

Sheet prints or displays your data, organized by person or family group, using the Mormon format.

Lists helps you build indexes of names in various ways—numerically, alphabetically, or by similar first or last names.

Search lets you search your data base for specific information or combinations—by occupation, birthday, geographical location, etc.

Text allows you to store arbitrary amounts of free-form notes on people

	DISK	
ITEM #	1111D	
SUG. RETAIL	$185.00	
H.S.G. PRICE	**$166.50**	
BONUS STAMPS	666	

or family groups in the data base.

We told a friend, who writes family sagas, about the program. He went absolutely nuts and is going to throw out all his sloppy charts, once he has everything on disk. For people like you, and like us, who only *live* a family saga, Family Roots can be just as useful.

FAMILY ROOTS is set up for a parallel printer, but a serial printer can be installed.

PFS: FILE
PFS: REPORT
PFS: GRAPH
SOFTWARE PUBLISHING

Dynamo! Dynamite! Data base let's fight! As a team, the 3 PFS programs—File, Report and Graph—make up a strong, flexible, and easy-to-use home data base package. Together, they will help you organize information, search and sort it into reports, and illustrate those reports with graphs. However, because the programs lack advanced numeric capability, they have rather limited business use. Still, they would probably be ideal for applications, like inventory, requiring simple 4-function math.

Before reading the following program descriptions, you might want to refer to the definition of data bases in the back of The Buyer's Guide.

File is an extremely versatile program that allows you to organize information in whatever format makes sense for you. Think of it as a sophisticated card index. You may designate fields in a particular record by number, letter, or keyword. You may also make long, free-form notes on your record.

Remember, think of it as a file card. You write whatever you want, wherever you want to, on the card.

If, for instance, you were setting up a personnel file, you would designate each record by name, but your fields might include age, skills, educational level, etc. If you went on to write several paragraphs describing the person, you might then choose key descriptive words from the text and make them into additional fields. Later, if you needed to, you could search your records to come up with a list of all employees who were self-starters, could operate a key punch, and didn't smoke. This freedom in formatting also makes File ideal for research projects and recipes.

Each file is a separate disk. A file can hold 1100 records if each record is only one page long. Records can be as long as 32 pages, but that reduces the number of records available.

File will sort your records and run simple reports like mailing lists, but it has no arithmetic capability.

To help remedy the lack, PFS created Report. Report will take numeric information from File and do the addition, subtraction, multiplication and division required to run reports. However, it is limited to the above 4 functions, and only 3 of the 16 available columns in a report may be derived columns.

Graph takes information from the File data base and plots bar, pie and line graphs to illustrate it. You could, for example, use the program to make a pie graph illustrating minority representation in your company. Graph will search out and interpret numeric data directly from File.
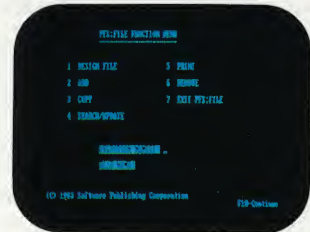
FILE

	DISK	
ITEM #	1106D	
SUG. RETAIL	$140.00	
H.S.G. PRICE	**$126.00**	
BONUS STAMPS	504	

REPORT

	DISK	
ITEM #	1107D	
SUG. RETAIL	$125.00	
H.S.G. PRICE	**$112.50**	
BONUS STAMPS	450	
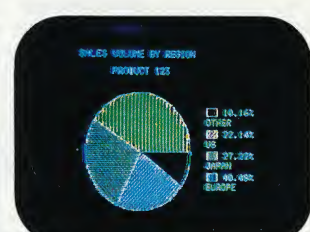
GRAPH

	DISK 128K	
ITEM #	1108D	
SUG. RETAIL	$140.00	
H.S.G. PRICE	**$126.00**	
BONUS STAMPS	504	

What we particularly like about the program is that it will make graphs from Visi-Calc files or from information you enter directly on the keyboard. A drawback is that the program requires a 128K system.

File will print with any parallel or serial printer. For Graph, you will need a plotter. Some compatible ones are: HP-747A, Hiplot DMP29 0240 and the Sweet P. (Graph requires a color graphics adapter.)

THE HOME ACCOUNTANT PLUS
CONTINENTAL

The Home Accountant Plus offers the finest combination of power, sophistication, flexibility and ease of use we've seen in a home finance program.

This program was designed for the individual or family whose finances are of more than average complexity. It recognizes 5 major categories: assets, liabilities, credit cards, income (allows for several incomes) and expenses. Within these broadly defined groups the user may designate up to 200 of his own budget categories, keep track of cash outlays, up to 5 checking accounts, mortgage payments and an IRA account—just to name a few. The program even allows for up to 5 pre-planned automatic payments per bank account.

You may split checks over several categories, flag entries for tax purposes, and edit, print or display any transaction.

You can also generate monthly or year-to-date reports on the activity of any given category, plus net worth statements and comprehensive balance sheets.

The Home Accountant Plus allows you to forecast on investments, project disposable income against inflation, and do budget/actual comparisons on a monthly or yearly basis. You can use bar and line graphs in all the above reports.

You may put up to 2000 transactions on a disk, and multiple disks theoretically allow an unlimited number of transactions. However, the program can only sum up the data from one disk at a time.

	DISK	
ITEM #	1100D	
SUG. RETAIL	$150.00	
H.S.G. PRICE	$135.00	
BONUS STAMPS	540	

The Home Accountant Plus struck us as being easy to use, though not necessarily easy to master. Some familiarity with basic accounting procedure would help one tap the full potential of the program. Nonetheless, those with less financial experience should find the opportunity to apply professional techniques to their own finances very appealing.
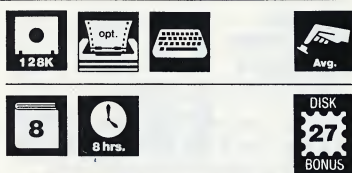
Double sided, double density disks are required. The Home Accountant Plus will print on serial or parallel printers.

PERSONAL LAWYER/WILLS
LASSEN

Strangely enough, most Americans don't have a will, yet there are several reasons why they're important. One reason is that you work hard for your possessions—yet the people who would most appreciate them may not be the recipients if you haven't prepared a will.

If there's no will, the state may distribute your possessions; it's highly doubtful that their distribution will be the same as your own. Also, if the state handles distributions, chances are that taxes will be higher than they would otherwise have been.

Most important—consider those you care for. Often it's vital to specify who will care for your children if you should die before they're able to look after themselves.

PERSONAL LAWYER/WILLS allows you to write a simple document that is legally binding in all states of the Union, excluding Louisiana.

You fill in data as it is requested by the computer.

The program allows you to designate the principal beneficiaries of your estate and make several special bequests. You specify executors of the estate, and guardians for children. If you have left the estate to a spouse, who is also guardian, you may make provisions in case he/she predeceases you.

If there is a family member you wish to exclude, it's best to state this, rather than imply it by omission. This makes the will
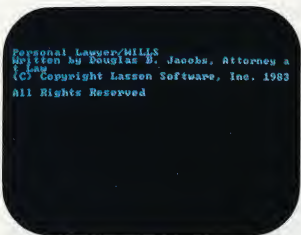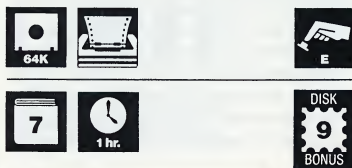
	DISK	
ITEM #	1109D	
SUG. RETAIL	$50.00	
H.S.G. PRICE	$45.00	
BONUS STAMPS	180	

much harder to contest.

This is, we stress, a fairly simple document. It assumes that you will leave the bulk of your estate to 1 or 2 parties, and only make 3 special bequests.

If your estate involves extensive assets and lots of relations who want a piece of them, you'd do better to consult a lawyer or estate planner. However, if your needs are simpler, this program could provide a real service in the last testament department. Personal Lawyer will operate with any printer except the Hyperion.

VISICALC
VISICORP
CDEX TRAINING FOR VISICALC
CDEX

VisiCalc is an incredibly powerful electronic spreadsheet. Once a user has entered formulas and numbers, it's an effective problem-solving and forecasting tool, designed to answer questions like "How much?"…"What if?"…and "How will this affect…?" VisiCalc has no menu. Rather, it has a list of 14 commands that allow you to set up rows and columns of numeric information.

The size of your worksheet is largely determined by your computer's memory. While 63 columns are standard on IBM, the number of rows may vary, as follows (figures are approximate): with 64K–70 rows; with 128K–127 rows; with 256K–254 rows.

Besides portfolio analyses and sales reports, you can use VisiCalc for figuring out how different mortgage payment plans might affect your cash flow, or for forecasting how much you can spend on your next vacation.

Cdex is a terrific interactive tutorial designed to get you up and running in VisiCalc in hours, instead of days.

You'll learn key words, how to move the cursor on the spreadsheet, enter formulas, and save and retrieve work. There's also a handy reference disk with short (one-minute) reviews on the major functions.

We can't praise Cdex highly enough. With Cdex, even someone with no previous spreadsheet experience can learn to use VisiCalc. An IBM-compatible serial or parallel printer is recommended.
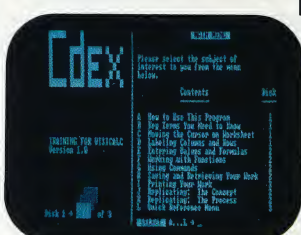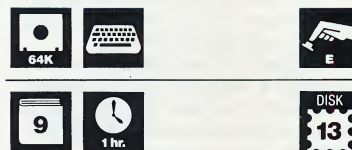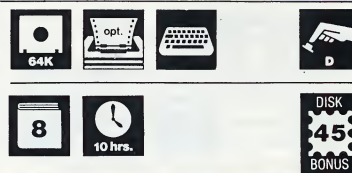
	VISICALC	CDEX
ITEM #	1102D	1104D
SUG. RETAIL	$250.00	$69.95
H.S.G. PRICE	$225.00	$62.95
BONUS STAMPS	900	252

DOW JONES MARKET MANAGER
DOW JONES

Dow Jones Market Manager is a powerful tool geared to the serious investor or broker who wishes to maintain one or more stock portfolios.

You dial the Dow Jones News Retrieval Service. The software "requests" current value quotes on the investment vehicles in your portfolio and then performs the appropriate math to print a report that shows you the current value of your portfolio. The program allows up to 26 portfolios of up to 500 open tax lots.

As you update the information, you can create an audit trail by flagging each transaction as capital gains or income.

DJMM is not difficult to use and it's extremely comprehensive. It allows for buying, selling, short sell transactions, buy to cover, stocks, options, bonds, treasuries, and mutual funds. It also allows realized and unrealized gains/losses (long term/short term), puts and calls, partial liquidations, and the exchange of existing positions.

Plus, it produces the following reports: valued holdings in portfolio or security sequences, multiple portfolios with security cross-referencing, realized gains/losses and year-to-date transactions.

The package includes an access password to the Dow Jones News Retrieval Service and one hour free time—a $100

	DISK	
ITEM #	1101D	
SUG. RETAIL	$299.00	
H.S.G. PRICE	$269.00	
BONUS STAMPS	1,076	

value. (Updating a 28-stock portfolio requires approximately 3 minutes on line.) As Dow Jones adds new data base services, users are given 1/2 hour free time.

The Market Manager requires a 128K IBM-compatible system, a DC Hayes Smart Modem and a serial communications card. You can use the package with only one disk drive; however, you must have two drives to print reports. A parallel printer with interface is required.

M.U.L.E.
ELECTRONIC ARTS

If space is the final frontier, it will probably be conquered like all frontiers before—with small measures of skill and courage, and lots of GREED.

M.U.L.E. does for planets what Monopoly did for Atlantic City, but, we think, with much more scope for strategy and conniving. Basically, your goal is to make millions in planetary exploitation *without* making the colony go bust. You choose land and use your M.U.L.E. (multiple use labor element) to produce food, energy, or "smithore." The M.U.L.E. is half-animal and half-machine, but he has a twisted mind all his own. If he bolts, you could lose time and money.

Each round has auctions, where you bid against the colony store and other players. Use your joystick and your smarts as you race them to the Buy Line or tease them into accepting your ridiculously inflated prices. As play continues, you get more M.U.L.E.s and land. With the right decisions, you could corner the market and ruin your friends or family.

The programmers have provided a beginning mode to help you get into the game. Start off with this and read the documentation, which is full of good advice. Then go on to standard and tournament play, to land auctions, private deals and "crystite" speculation, where the real action is.

One person alone can get a rousing game out of the computer, but for our money, M.U.L.E. begins when you've got 4 crazed homesteaders screaming, bidding, buying, and stabbing each other in the back—economically speaking, of course.

TOTAL 28 RATING

	DISK	
ITEM #	1112D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

TURTLE TRACKS
SCHOLASTIC WIZWARE

We're very excited about Logo.

Logo is a computer language originally developed as a tool in artificial intelligence research. But because of its simple structure, it is now being used as an introductory language for students, before they go on to learn more difficult languages like Basic, Pascal and Fortran.

Turtle Tracks is a beginner's Logo package, designed to introduce youngsters to the principles of programming.

You use a computer-generated critter, the Turtle, to draw all kinds of shapes and pictures. You can make sound sequences and even write rock songs. This all sounds like a lot of fun, and it is—but while you learn how to control the Turtle and make the electronic noise, you are really learning the basic concepts of computer programming. The child develops his/her ability to think in precise, sequential, and logical terms, which is a prerequisite for learning higher-level languages.

Though Logo is a relatively new element in the world of personal computers, many experts and educators think that because of its remarkable ease of use, it will replace Basic as the introductory language for children.

As might be expected from a company with as solid an educational reputation as Scholastic, the documentation for Turtle Tracks is excellent.

TOTAL 24 RATING

	DISK	CASSETTE
ITEM #	1184D	1183T
SUG. RETAIL	$39.95	$29.95
H.S.G. PRICE	$35.95	$26.95
BONUS STAMPS	144	108

THE HOME ACCOUNTANT
CONTINENTAL

The Home Accountant offers the finest combination of power, sophistication, and ease of use we have yet seen in a home finance program.

Though almost anyone could find the program useful, it was designed to accommodate the individual or family whose finances are of more than average complexity. The program recognizes 5 major budget categories: assets, liabilities, income (allows several), credit cards, and expenses.

Within these broadly defined groups, it allows you to designate up to 50 of your own budget categories. Use the program to keep track of cash expenses, bills, up to 5 checking accounts, mortgage payments, and an IRA account—just to name a few possibilities. The program allows 5 pre-planned automatic payments per bank account, and will do the math needed to reconcile your statement.

For more detailed record-keeping, you may split checks over separate categories, and flag entries for tax purposes.

You may use the program to generate monthly or year-to-date reports on activity in any given category, as well as budget/actual comparisons, comprehensive balance sheets, and net-worth statements. You may illustrate the above reports with bar, line, or trend-analysis graphs.

You are permitted 500 entries per disk. Multiple disks theoretically allow an unlimited number of transactions per year. However, when designing your system, keep in mind that the program can only sum up data from one disk at a time.

We particularly like the way this program allows the amateur to use professional techniques to get a clear overview of his/her financial situation.

You may print reports on any Atari-compatible printer.

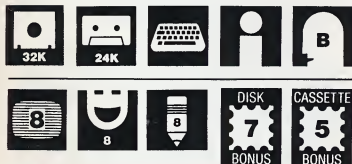|	DISK	
ITEM #	1193D	
SUG. RETAIL	$74.95	
H.S.G. PRICE	$67.45	
BONUS STAMPS	270	

ENTERTAINMENT

▼

BLUE MAX: *You're the terror of the skies in this dynamite World War I flying game with dazzling scrolling screen scenery. Strafe planes, bomb bridges. Save the alliance!*

▼

Q*BERT: *It's no accident that Q*BERT is one of the most loved of arcade characters. Now you can have him hop on your home screen.*

▼

THE KOALAPAD TOUCH TABLET WITH MICRO ILLUSTRATOR: *Draw! Design! Doodle! with this sophisticated graphics tablet for your home computer. We've come a long way since Etch a Sketch!*

EDUCATION

▼

THE ADVENTURES OF OSWALD: *A charming interactive story…games…and an oh, oh, so very friendly introduction to the wonder of computing*

▼

ATARI SPEED READING: *A comprehensive tutorial to help readers of all ages read faster and retain more.*

▼

SPACE JOURNEY: *It's a drill and practice game that helps your child do percents, fractions and decimal problems faster than the speed of light. To boldly go where no man has gone before*

HOME MANAGEMENT/ INFORMATION

▼

BANK STREET WRITER: *Tremendous ease of use makes this one of the most popular programs on the market. Ideal for correspondence, school reports creative writing… and it never needs sharpening*

▼

SPELL WIZARD: *Never misspell a word again! This powerful spell checker is incredibly easy to use and a great value.*

▼

TYPE ATTACK: *Let learning how to type be an adventure not torture. This combination of solid drill and arcade fun helps you increase speed painlessly.*

ZAXXON
DATASOFT

Zaxxon is an arcade favorite, and for good reason. It's fast and challenging. Joystick in hand, you pilot your craft through a perilous course (great graphics en route) to Zaxxon's Fortress, where you must zap his mighty Robot before he zaps you.

You first fly through the Space Fortress, where you must navigate through small gaps in the wall, while dodging fuel tanks, radar towers, gun emplacements, and fuel tanks. Strategy counts here. Any fuel tank you hit replenishes your own supply, and any enemy planes you can hit on the ground will mean less trouble as you continue into Outer Space. If you survive Outer Space, you enter a Space Fortress even harder than the first.

One of the closest attempts at a sense of real 3-D flying we've seen yet!

TOTAL 28 RATING

	DISK	CASSETTE
ITEM #	1129D	1128T
SUG. RETAIL	$39.95	$39.95
H.S.G. PRICE	$35.95	$35.95
BONUS STAMPS	144	144

SHADOW WORLD
SYNAPSE

There is no rest for the brave. This time you fly a Space Hornet Interceptor over the planet Jantor. You must protect your planet from the Rigillian fleet, which has come to steal the glowing nuggets or tricasium—pretty valuable stuff.

The Rigillians arrive in seed ships. While releasing deadly drones, the seed ships turn into mother crystals, which in turn release the skimmer ships, which fly down to seize the tricasium.

Plenty of game factors keep you busy. Your ship fires rapidly and gives the impression of moving at great speed.

Shadow World's best feature is the 2-player option. The screen splits in two, and you and a pal fight the enemy simultaneously. The action may overlap, allowing both of you to fight for right on the very same screen.

TOTAL 23 RATING

	DISK	CASSETTE
ITEM #	1156D	1155T
SUG. RETAIL	$34.95	$34.95
H.S.G. PRICE	$31.45	$31.45
BONUS STAMPS	126	126

JUMPMAN
EPYX

If you like lots of non-stop action and maybe even a bit of strategy in your game, Jumpman may be for you.

This time, your arcade alter ego is the fearless Jumpman. On his quest to collect bombs, Jumpman must jump from ladder to rope, bridge perilous gaps, and hitch rides on floating elevators. He will dodge speeding bullets, pesky robots and other scary surprises.

Graphics are good, but what really makes us jump for joy is the game's flexibility. One to 4 people may play any of the 30 skill levels. You may also choose one of 8 possible speeds for your Jumpman.

This is a good play value for the money and since the skill level may be controlled, it should suit kids from 9 to 90.

TOTAL 24 RATING

	DISK	CASSETTE
ITEM #	1385D	1386T
SUG. RETAIL	$40.00	$40.00
H.S.G. PRICE	$36.00	$36.00
BONUS STAMPS	144	144

MURDER ON THE ZINDERNEUF
ELECTRONIC ARTS

"Dahling, I simply must tell you all about our trip. We were on the Zinderneuf, you know the one, the luxury dirigible that does the New York-London run...everyone's dying to get on it...oh, I just made a little joke, didn't I? Well, I was in the lounge, having a game of pinochle with Margaret Vandergilt, when we heard a blood-curdling yell. It seems that kind Mr. Anton Peste fell several thousand feet down into the Atlantic...such a shame... and he was so devoted to Mrs. Peste."

MURDER ON THE ZINDERNEUF has all the elements of a good mystery novel and an animated game of Clue taken to the nth power of sophistication and fun.

Fifteen passengers are left on the giant airship, all of them suspects. You choose to be one of 6 possible detectives. You have only 12 hours before the Zinderneuf docks, to find the murderer. In real time, this translates to about 36 minutes. Read the character sketches in the documentation carefully, to save time. Once you press start, nothing will stop the clock.

You may move freely around the Zinderneuf, exploring rooms for clues, and cornering suspects to interrogate them. You choose which other passenger you will ask them about, and what style of interrogation will work best. With Mr. Z., it might be seductive, while with Mr. H., perhaps only the stern approach will get answers. The suspects can be tricky; they

TOTAL 28 RATING

	DISK	
ITEM #	1140D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

may try to block your investigation, and if you accuse them wrongly, they won't talk to you for the rest of the game.

The delicious quality of writing and planning in the game reveals plots, counterplots and subtly shaded personalities, full of period flavor.

Another nice feature—they keep dropping like flies on the Zinderneuf, so there are countless new mysteries to solve, each one different from the last.

ARCHON
ELECTRONIC ARTS

Archon—the game that convinced the copywriter to buy a computer. In his own words:

The Dark Side, commanded by my friend, Ed, already controls 3 power points on the board, and now his Manticore is threatening the Valkyrie, my favorite piece. What do I do? I could use my Wizard's magic to imprison his Manticore, but I'm new at this and might need the magic later. Hold the phone...I notice that the board is growing lighter, which means that more power is coming my way. If I challenge him with my Phoenix, I should be able to take him.

I make the challenge and immediately we are transported to the battle arena, where we square off. The Manticore flings deadly spikes, but he's slow. The chilling sound of giant wingbeats (honest) fills the air as my Phoenix sweeps in. She lets out one burst of flame, and it's all over for Ed's Manticore. Now that she's safe, I'm going to use the Valkyrie on Ed's Troll. She always beats his Troll.

Jon, the copywriter, is an excitable boy; after calming down, he continues:

What separates Archon from so many other games is the thought that went into it. It's obvious that the designers really cared about games and people who play them. Like a good piece of writing, it works on many levels. The beginner may get right in there and try to stomp all over the enemy, while the advanced player

TOTAL 30 RATING

	DISK	
ITEM #	1141D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

might weigh all the factors (dozens of them) and plan out a game every bit as intricate as chess. And of course, each game is different.

OK...so there is one bad thing about the game. It's really too hard, almost impossible, to beat the computer. I've heard about this doctor in Switzerland, though, who's doing 64K memory expansions on humans. If I could just get the air fare...

ZORK I, II, III
INFOCOM

A person could find himself in Zork heaven with this trilogy of adventures. In all of these programs you will find some of the most richly detailed, fantasy/adventure prose ever written for a computer. Each episode is complete unto itself, yet each one adds to the splendor of the "Zorkian" universe.

First, some notes about the series as a whole. You will enter a world of treasure and plunder, ogres and trolls, high hopes and false leads. You will be asked to solve puzzles, chart endless mazes, rescue maidens and avoid thieves. You may even have to choose between good and evil.

Make maps of your travels and keep an inventory of the treasures you have taken and the characters you have met. You can pause or save the game while you plot your strategy.

The programs have a flexible vocabulary. They accept compound commands (i.e., Enter cave. Take emerald, not sword) and commands in plain English. This can save hours of frustration, searching for the right word.

In Zork I, you enter the Great Underground Empire, where you must retrieve 20 pieces of treasure. You will explore rivers, forests and caves on your quest. It will be dark and dangerous, so you must master the lantern and the sword.

Zork will give you points for treasure rescued and other acts of bravery, but you must be cautious at times. As a general rule, creatures in Zork fight back. If you have already been wounded, it might be wise to let Zork diagnose your health before you attack. There are severe penalties for dying.

In Zork II, you enter the realm of the Wizard of Frobozz. Sure, he's getting old, but he still has many a nasty trick up his long and flowing sleeve. You will meet a friendly robot, a princess who wants only you to rescue her, and a unicorn.

Zork III is entitled The Dungeon Master. The success of your quest in the deepest reaches of the Underground Empire hinges on discovering the secret purpose of this Dungeon Master. It is he who will oversee your ultimate triumph or terrible destruction. Zork III fleshes out the fantasy universe and adds a moral dimension to your journey. This is by far the most difficult of the adventures; beginners should start with Zork I.

We don't recommend these adventures for small children. They're far too difficult. However, D&D fans and anyone who has ever dreamed of being the hero in his own epic adventure will be thrilled for hours at a time. Why sit daydreaming at your desk when you could be using your computer?

ZORK I	DISK	
ITEM #	1120D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	
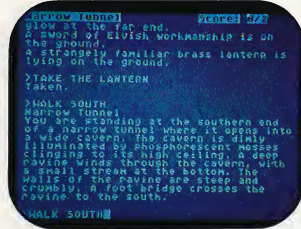
ZORK II	DISK	
ITEM #	1121D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

ZORK III	DISK	
ITEM #	1122D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

BLUE MAX
SYNAPSE

I'll never forget the day I got my first bridge. The flak was flying wildly. Enemy planes were on my tail, but I kept my objective in sight, and triumphed. They may take away my game, but I'll always have the memories.

Blue Max is a first-class shoot-'em-up. You command a biplane that strafes and bombs a scrolling landscape of bridges, boats, munition factories and convoys.

As you fly, you must keep one eye on a control board that monitors altitude, fuel, ammunition, and damages. Flashing signals warn you of approaching planes as well as upcoming airfields where you must touch down (lightly) and refuel if you are going to go on and earn the right to obliterate the enemy city.

Options allow 3 levels of play; all of them are absolutely terrific.

	DISK	CASSETTE
ITEM #	1149D	1148T
SUG. RETAIL	$34.95	$34.95
H.S.G. PRICE	$31.45	$31.45
BONUS STAMPS	126	126

TRIVIA TREK
SWIFTY

It's hard to know if a college education will help you in Trivia Trek, since you could just as easily be asked about comics as about Kafka. There are 50 categories, covering a wide range of traditional and pop subjects.

You must answer 10 questions in each category. You are given 2 chances, and if you miss, the computer saves the answer for another game.

Options allow 1 or 2 people to play a game where they either pick categories or are assigned them by the computer. The latter is risky. A friend of ours got horses. He's allergic, so he didn't know anything.

The good mix of topics and the intermediate level make it a family game. An excellent option allows you to enter your own trivia questions, thus extending the life of the game.

	DISK	
ITEM #	1150D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

DONKEY KONG
ATARI

Donkey Kong offers speedy arcade fun as you help feisty Mario save the girl he loves from the hairy clutches of Donkey Kong, who holds her hostage atop a mass of twisted girders.

You begin at the bottom, climbing ladders, jumping gaps, and dodging the firefoxes and the barrels Donkey Kong hurls down on you from on high. Mario has a mighty hammer with which he can smash some of these obstructions, but timing is critical. The barrels have a habit of knocking him down on the upswing.

This is a rather good translation of a very popular arcade game. As you may remember, the action doesn't let up and there is a real need for virtuosity in the joystick control. With practice, you can make Mario take flying leaps or jump backwards.

	CARTRIDGE	
ITEM #	1136C	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

ENTERTAINMENT

DIG DUG
ATARI

Dig Dug is great arcade fun. Lots of game factors and lively graphics keep it quick and challenging, but it's not too hard for beginners.

You're Dig Dug, digging through a maze of underground tunnels, trying to eat as many of the vegetables and fruits as possible while avoiding the Pooka monster and the dragons, among others. These dragons breathe fire that can bend around corners–so beware!

Try a direct hit (risky) or tunnel above the interloper and try to drop rocks on him. We haven't been able to figure out Dig Dug's species. And we don't dig why all those pineapples and eggplants are underground (potatoes we could understand). But the action in this more-than-adequate version of the arcade game is complex and entertaining. There are 10 levels of difficulty.

CARTRIDGE	
ITEM #	1119C
SUG. RETAIL	$44.95
H.S.G. PRICE	$40.95
BONUS STAMPS	164

TOTAL RATING 27

THE ARCADE MACHINE
BRODERBUND

The ultimate turn-on for the arcade fan, The Arcade Machine lets you design and play your very own arcade game without having any knowledge of programming.

The Arcade Machine comes with its own action-packed shoot-'em-up game, which we're sure you'll enjoy. But eventually you may start thinking how much better it would be if the tanks exploded in a brilliant display of colors, or if you could hear the sound of twisting metal when bombs and missiles collide. And those monsters, how about making some new ones? Soon you're changing tank speed and adding steerable missiles. You add your own background scenery, bring in more powerful bombs, readjust point values and add a time limit.

No doubt about it, this is fun, but it does require time and effort–certainly not little-kid stuff.

DISK	
ITEM #	1163D
SUG. RETAIL	$59.95
H.S.G. PRICE	$53.95
BONUS STAMPS	216

TOTAL RATING 26

TIGERS IN THE SNOW
STRATEGIC SIMULATIONS

Veteran war gamers, chess players, or anyone who thrives on long-range strategic planning will be particularly pleased with all that TIGERS IN THE SNOW has to offer. This game, for 1 or 2 players, reenacts the German winter offensive of December, 1944.

There are 2 scenarios, one for the early battle (Dec. 16-22) and one that encompasses the entire 11-day campaign. In addition, players can change point value of combat units to attain 18 different levels of play.

Because the program is very faithful to the details of the battle, many factors must be taken into account to achieve victory: reconnaisance, fire power, communications, weather, terrain, supplies, and strength of the desired assault. The program includes a strategic map, plus a tactical map.

	DISK	CASSETTE
ITEM #	1127D	1126T
SUG. RETAIL	$39.95	$39.95
H.S.G. PRICE	$35.95	$35.95
BONUS STAMPS	144	144

TOTAL RATING 21

SHAMUS: CASE II
SYNAPSE

The evil Shadow has returned to his watery lair and only you, the Shamus, can eliminate him. You will stretch your jumping, shooting, and climbing skills to the limit as you search for the Shadow through a series of slimy caverns and mazes.

You will fight slithering snakes and flying mutants. Each time one gets past you, part of the floor is vaporized; you could easily fall back to the chamber below. You may want to pause the game and consult a map. It won't help you find the Shadow, but it can help you figure out where you've been.

Shamus: Case II may be a bit hard for the novice, but the experienced arcade player will find plenty of challenge. The mysterious arrangement of the chambers and several clues hidden among them also add an adventurous aspect to the game.

	DISK	CASSETTE
ITEM #	1153D	1152T
SUG. RETAIL	$34.95	$34.95
H.S.G. PRICE	$31.45	$31.45
BONUS STAMPS	126	126

TOTAL RATING 24

PITSTOP
EPYX

Even Sunday drivers can play at being speed racers with Pitstop, a driving game that simulates the action and strategy of Grand Prix racing. You compete against the clock as you rack up laps on one of 6 scrolling tracks, filled with daredevil competitors and hairpin curves.

The idea is to get far enough ahead to afford a pit stop, and unless you drive like the proverbial "little old lady", you'll need one. The faster you take the curves, the more gas you use and the more tire damage you sustain. The tires actually change color as you burn rubber.

In the pit, you control the crew that changes your tires and fills up the tank. Be careful–if you over-fill, you could wind up with an engine fire and lose valuable time. Vrrroom!

CARTRIDGE	
ITEM #	1132C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL RATING 28

SERPENTINE
BRODERBUND

Serpentine puts a new twist into the traditional maze game. You are a blue snake who eats frogs, eggs and bad orange snakes. The orange snakes can eat you too, but if you nibble off a bit from the back, you can fake them out. If they're shorter than you, you can swallow them whole from the front.

Once you're big enough, you can lay your own eggs. Protect the pretty white eggs and they will hatch into more blue snakes, giving you longer life.

Serpentine is fast but not too fast, and lots of game factors keep the action more interesting than the standard maze game. Snakes or no snakes, our evaluators loved this game and they do not speak with forked tongue.

CARTRIDGE	
ITEM #	1154C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL RATING 26

PREPPIE! II
ADVENTURE INTERNATIONAL

PREPPIE! II is a delightful rendition of the maze game. Lots of game factors keep the game challenging while good color and sound make it very entertaining.

Poor Preppie Wadsworth Overcash must paint three mazes pink. Some mazes have radioactive frogs while others have electric golf carts and lawn mowers that try to run him down. If Preppie takes a hit, he goes directly to Preppie Heaven, no stop at Brooks Brothers.

Revolving doors allow him to flee his pursuers by going to another maze, but all three mazes must be painted before Preppie can go on to the next skill level. A cloaking device may make him invisible but only for a short time.

PREPPIE! II has 5 levels of play, each one harder than the one before—and you thought polo was a tough game.

TOTAL 25 RATING

	DISK	CASSETTE
ITEM #	1115D	1114T
SUG. RETAIL	$34.95	$34.95
H.S.G. PRICE	$31.50	$31.50
BONUS STAMPS	126	126

MINER 2049'ER
BIG FIVE

Combine the best elements of Donkey Kong and Pac Man—and you've got Miner 2049'er. There's no real violence, but lots of skill and strategy are required.

You are Bounty Bob, the Mounty, trapped in a maze of mineshafts, searching for the arch-villain, Yukon Yohan. You climb ramps and ladders, use elevators, jump gaps, and grab articles left by other miners. These objects allow you to kill the "mutant organisms" that inhabit the mine.

There are 10 mazes and each allows 10 levels of difficulty (with a time limit for each level). Sounds complex, and it is—though the first levels are easy enough for a beginner to enjoy. The many levels of difficulty and the quantity of game factors give this game lots of longevity and entertainment value.

TOTAL 26 RATING

	CARTRIDGE	
ITEM #	1118C	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

BANDITS
SIRIUS

Bandits, a one-player Space Invaders-style game, offers first rate shoot-'em-up action that starts fast and gets faster.

Try to protect the stellar fruit harvest as wave after wave of bandits swoops down from above, determined to take it from you. Some of the bandits come at you with heat-seeking bullets, others with spreading napalm bombs, and that's just part of the arsenal you'll be up against. You are armed with a mobile laser gun and limited shield time. The better you are, the harder it gets. Bandits get faster and your fruit grows larger and more vulnerable to attack.

The colorful, well animated graphics of Bandits are an ideal setting for a space shoot-out. Our score made it hardly worth the effort, but it's nice to know you can save high scores.

TOTAL 27 RATING

	DISK	
ITEM #	1116D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

DEMON ATTACK
IMAGIC

Arcade fans, rejoice! Here's some more thumb-popping, wrist-twitching action with little or no redeeming social value.

Demons are launched from the sky. Your objective is to destroy them before you and your laser cannon say a quick hello to oblivion. Each wave you survive earns you another bunker (chance). Succeeding waves come faster. You and a partner may choose a game with direct laser shooting or with special tracer shots. These can be guided, after being fired, by moving your laser cannon.

Demon Attack has good, colorful graphics and action that is fast and furious, but never cute. It was designed for lovers of classic shoot-'em-up arcade games. We don't think they'll be disappointed.

TOTAL 22 RATING

	CARTRIDGE	
ITEM #	1137C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

HUMPTY DUMPTY/JACK AND JILL
THORN EMI

Is there no game they can't put on an Atari computer? This time they've done a jigsaw puzzle. Now, if you want to give up, you can't say it's because the dog ate a couple of important pieces. We feel this is a good selection for the younger members of the family.

You see a colorful picture of either Humpty Dumpty on the wall, or Jack and Jill right after he's broken his crown and she's gone tumbling after. Tell the computer whether you want 9, 16, 25 or 36 pieces in your puzzle, and it does the division and reshuffling for you. With the keyboard or a joystick, you move a cursor over a piece and try to find the right place for it. There are 6 levels of difficulty. In the highest ones, the pieces are really well shuffled, so be prepared for a challenge. Remember, all the king's horses and all the king's men couldn't put Humpty Dumpty together again.

TOTAL 22 RATING

	CASSETTE	
ITEM #	1147T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

STAR LEAGUE BASEBALL
GAMESTAR

The great American pastime has gone micro, and in grand-slam style. This arcade game has almost everything except the smell of beer-soaked bleachers.

Playing a friend or the computer, you'll choose your kind of team: power hitters, who are inconsistent, or the more steady line-drive team. Your pick of pitchers determines what pitches are available. Among the choices are curve balls, fast balls, sinkers and sliders. A relief pitcher throws knuckle balls. You have enough control over individual players to try to steal a base, or—if you're in the field—pick off a runner who's taking too much of a lead.

Stadium music and a scoreboard that runs baseball trivia and statistics help add to the realism. Now that we have the peanuts and Cracker Jacks, we're not sure if we'll ever come back.

TOTAL 28 RATING

	DISK	CASSETTE
ITEM #	1143D	1142T
SUG. RETAIL	$31.95	$31.95
H.S.G. PRICE	$28.75	$28.75
BONUS STAMPS	115	115

SNOOPER TROOPS 1 & 2
SPINNAKER

The Snooper Troops programs are delightful mystery adventure games for younger people. They're much closer in spirit to Nancy Drew than to Agatha Christie, so—as parents will be pleased to know—the stories are challenging but they aren't scary or violent.

In Snooper Troops 1, you are a detective assigned to investigate the disappearance of a prized Siamese cat from the Cable Mansion. Naturally the family is distraught. To top it off, the house suddenly seems to be haunted. Could there be a connection?

The computer allows you to question suspects, take a "Snoopshoot" of clues, and search rooms. You're given a car, which you drive from house to house on your investigation.

The user does not actually come up with his own questions or course of action, but in each situation is given a wide range of choices by the computer. It may, for instance, allow you to enter a house through the front door or sneak in a window. The program comes with a notebook. It is essential that you write down what you've learned in your investigation. (Hint: Remember your ID number and make maps.)

Snooper 2 is identical to the first in format, but is a whole new adventure with more zany characters and tantalizing situations. In this case, the Tabasco family, who owns an aquarium, has noticed a lot of interest in its dolphin—strange calls, offers to buy it. Then one night, hooded thieves break in and steal the dolphin. The only clue is a mysterious jungle scent in the air. Could there be a connection with a missing diamond in a nearby town? The

TOTAL 23 RATING

TOTAL 23 RATING

DISK 8 BONUS
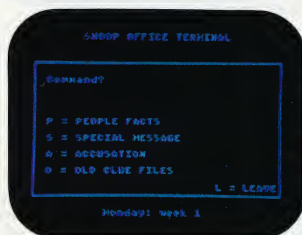
ITEM #	#1 DISK	#2 DISK
	1134D	1135D
SUG. RETAIL	$44.95	$44.95
H.S.G. PRICE	$40.45	$40.45
BONUS STAMPS	162	162

police don't know where to start; besides, where can you hide a dolphin? Though the adventures were designed with children in mind, the challenge is such that adults and children could have great fun working on them together.

CASTLE WOLFENSTEIN
MUSE

Castle Wolfenstein has generated quite a following among both arcade and adventure players, for it combines aspects of both in a very playable game.

You are being held captive in Castle Wolfenstein, a Nazi stronghold. Your mission is to locate the plans for the German offensive, which are hidden in a chest somewhere inside the labyrinthine castle. You have an M-98 pistol and 10 shots. If you find the plans, you must take them and escape alive—otherwise it doesn't count.

Shoot your way through guards and SS storm troops as you make your way from room to room. Dead guards may be searched for extra ammunition. Along the way, you may be able to gather food, grenades, and keys to help you in your mission. If, by chance, you triumph, you will be promoted and returned to a castle even more devious and demanding than the first. If you've had enough heroism for one day, you may save the game.

The graphics in CW are good but not extraordinary. However, the price and strategy/arcade combo make the program very appealing. We don't recommend the

TOTAL 22 RATING

DISK 5 BONUS

ITEM #	DISK
	1139D
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

program for young children as the theme is somewhat violent. In addition, one must use both the joystick and keyboard to play, which can prove very, very challenging.

TARGET PRACTICE
GENTRY

Target Practice simulates a noisy, old-fashioned shooting gallery. We liked it because we like instant gratification, but its appeal is especially strong for children (as young as 5).

The object is to clear the screen of the many colorful shooting gallery targets, using a limited supply of bullets. First, you're aiming at elephants, then ducks and rabbits. A happy face comes onscreen; it turns sad as it moves. If you hit it while it's sad, another rabbit appears. Bullseyes and diamonds fill the screen, too. The diamonds are hardest to hit but earn you extra shots. At the end, you can gain a big bonus by hitting a big bear as it runs back and forth.

One or two people may play. There is no time limit, but succeeding levels (10 of them) get faster and faster.

TOTAL 24 RATING

DISK 3 BONUS **CASSETTE 3 BONUS**
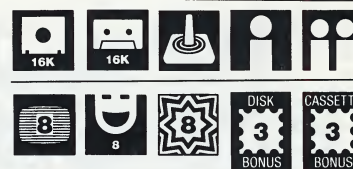
	DISK	CASSETTE
ITEM #	1160D	1159T
SUG. RETAIL	$16.95	$16.95
H.S.G. PRICE	$15.25	$15.25
BONUS STAMPS	61	61

Q*BERT
PARKER BROTHERS

Q*bert's mission in life is to jump around on a 3-D pyramid of squares, changing each square's color as he lands on it. It's a bad job, but someone has to do it. Colored balls appear from nowhere and bounce on his head. And then there's Coily, who hops around after Q*bert and tries to do him in.

The best tactic is to have Q*bert hitch a ride on one of the four floating transporters. Watch Q*bert laugh with glee as Coily leaps after him, only to fall into oblivion.

Q*bert complains a lot (great sound effects) but if he completes one pyramid, he goes on to a harder one. Could he be an existentialist? This is a great rendition of one of the most popular and endearing arcade games.

TOTAL 26 RATING

CART 8 BONUS
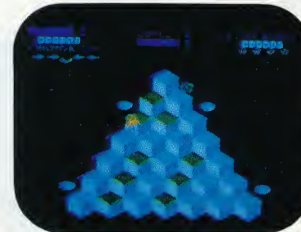
	CARTRIDGE
ITEM #	1117C
SUG. RETAIL	$44.95
H.S.G. PRICE	$40.45
BONUS STAMPS	162

COSMIC TUNNELS
DATAMOST

Cosmic Tunnels is a multi-screened arcade extravaganza that will put all your skills to the test.

Begin by choosing 1 of 4 tunnels and fly through it. It's a dizzying space warp, with enemy ships coming right at you. When you get out, you'll be on a planet where you must bomb gun emplacements and fuel tanks until it's safe to land. Now go on to the next screen (heck, you earned it) where you have to collect 4 gold energy pellets without touching any explosive space rabbits. Once you've got the energy pellets, you can retrace your steps back home. Try all 4 tunnels if you're tough enough. Each one's a little different.

Good arcade sound and varied game factors give Cosmic Tunnels long play value. Note: Thruster response takes practice.

TOTAL 24 RATING

DISK 6 BONUS

	DISK
ITEM #	1162D
SUG. RETAIL	$34.95
H.S.G. PRICE	$31.45
BONUS STAMPS	126

MILLIONAIRE
BLUE CHIP

Who hasn't said, "I'm sure I could make a million if only I had the capital"? Well, while you're waiting for your ship to come in, you might want to try your hand at Millionaire, an exciting stock market simulation game. Start with $10,000. Then you're on your own, as you try to make a million.

Millionaire creates a market environment based on real market trends, not randomly generated numbers. The environment consists of 15 major corporations, news reports, graphs on individual company productivity and industry trends, weekly updates on prices and trading activity, and more.

A session or game consists of 90 weeks of trading. You enter at week 14 with that much information to draw on while deciding what to buy and sell. At the end of the game, your net worth is computed (minus commissions and taxes) and saved by the computer, which then creates a new market environment for you to trade in.

As you make more money, your status increases and more investment opportunities are made available to you. You will be permitted to buy on margin, exercise put and call options, and take out loans of up to 80% of your net worth. Of course, at higher levels, it becomes easier to get rich (also easier to lose your shirt).

Documentation is clear and will get you into the game quickly, but it is not as complete or helpful as it could be. Some familiarity with the stock market will make the game easier and more enjoyable, although a novice can do well with a bit more time. Commands are easy to use; graphs are readable.

Millionaire won't replace an MBA but a budding business mind might find it useful in understanding the marketplace.

TOTAL RATING 22

DISK		
ITEM #	1124D	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

THE KOALAPAD TOUCH TABLET WITH THE MICRO ILLUSTRATOR
KOALA TECHNOLOGIES

The KoalaPad may just be the neatest interactive gizmo for children and adults of the computer age. It's entertaining, educational, artistic and non-violent.

Furthermore, it has only one moving part: your finger.

More specifically, The KoalaPad is a graphic pad that you hook into your joystick port. By moving a finger or a stylus on the pad, you may draw, play music, or play games. It all depends on what program you're using with the pad.

KoalaPad comes with The Micro Illustrator, a superb drawing program that allows you to draw a virtually limitless variety of patterns, designs and pictures. A picture menu on the screen shows you all your options. You may draw freehand or with a variety of brush strokes: fat, thin, double-line, dotted line, etc. Pick points on the screen with the cursor and automatically generate perfect rectangles, squares or circles.

A mirror function creates the exact mirror image of any image you make in the 4 quadrants of the screen—great for complicated geometric designs. Magnify allows you to enlarge any part of your drawing up to 7 times.

Though you may have only 4 colors on-screen at one time (a limitation), your choice of colors and hues is amazing.

Of course, you can erase a drawing, but if you create a masterpiece, you can save it on a disk for posterity or for later work. We thought of The Micro Illustrator as the perfect program for an ambitious doodler, until we had some graphic artists and pattern designers up to look at the program. They flipped.

Lastly, we know the package is expensive. What you're really buying here is the KoalaPad. Koala is coming out with some music, game, and educational programs designed to take advantage of the KP, and these programs will be priced in range with most other software.

TOTAL RATING 27

DISK		
ITEM #	1146D	
SUG. RETAIL	$99.95	
H.S.G. PRICE	$89.95	
BONUS STAMPS	360	

CHESS
ODESTA

Chess, from Odesta Software, was designed by Larry Atkin, a world-class chess player. We feel the program exemplifies not only the depth of his expertise but also his enthusiasm for the game. The program, designed to be both a challenging opponent and an expert tutor, offers hours of challenge and diversion to both the experienced player and the novice.

Moves are executed by either the joystick or the arrow keys on the keyboard. Below and to the side of the board, an extensive menu offers options such as blind play and 15 levels of difficulty. You may also select a level of play and watch the computer play against itself. The program has a 40-game storage capacity and you may save any game you're in the middle of playing.

Two of the best features, from a tutorial standpoint, are Inward and Outward, and Master Tournament. The former allows you to pick a piece, your own or an opponent's, and watch while the computer shows you all possible moves available for that piece. The program includes a collection of 40 master tournaments and instructive demonstrations. Among them are: fool's mate, De Legal vs. Saint Brie, Fischer vs. Spassky, white to play mates in two, and black to play mates in nine.

Chess is clearly a comprehensive program and the user should plan to spend time mastering all its features. The documentation alone is 64 pages long. The instruction is interspersed with chess history and memorabilia, which you may find fascinating or irritating according to your temperament. Graphics are only fair, but certainly adequate.

Overall, a first-rate program, with loving attention paid to detail.

TOTAL RATING 24

DISK		
ITEM #	1133D	
SUG. RETAIL	$69.95	
H.S.G. PRICE	$62.95	
BONUS STAMPS	252	

DEADLINE
INFOCOM

Sherlock move over; tell Miss Marple the news. If you love a mystery (and we're not talking about your disk operating system here), then this is your program. In Deadline you have been invited to the Robner mansion because poor Mr. Robner has died before his time. Some say it's suicide, but his lawyer thinks it was murder. He heard about your sleuthing abilities, and so he's asked you to investigate. There is a problem though; the will is due to be read the next morning. You have only 12 hours to figure out who did it, why, where, how, and with what.

During this time you will use the keyboard to interview suspects (there are six of them), search the house, witness all sorts of sinister goings on and pore over police and lab reports.

The documentation is clear and fun to read. You have a surprisingly wide range of questions and actions open to you, but you must be prepared to spend some time with this program. You must learn the commands, read reports and study the clues. If you like a challenge, this one is a real brain twister and well worth the effort.

You can't flip to the last page to find out who did it, but you can save the game so you won't have to retrace your steps when you work on it again.

We could help you out and tell you the butler did it, but then again we could be lying.

TOTAL RATING 23

DISK		
ITEM #	1123D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

STARBOWL FOOTBALL
GAMESTAR

Get the blankets and the thermos. Put on your varsity sweater. Starbowl Football is the most elaborate and realistic football game we've seen.

The graphics are adequate, but it's the play possibilities that make this program special. You may call a play from 196 choices. There are time-outs, penalties and field goals. You designate the eligible receiver, and program in blocking and receiving patterns. Other options: interceptions and a QB sack. You use both a keyboard and a joystick.

You may play Starbowl against a friend or the computer. The computer has a habit of taking appropriate defensive action early in the play, but it can be beaten with practice. The variety of options make the game hard to master, but the reward is worth it. You may opt to play pro or an easier college version.

TOTAL 23 RATING

	DISK	CASSETTE
ITEM #	1145D	1144T
SUG. RETAIL	$31.95	$31.95
H.S.G. PRICE	$28.75	$28.75
BONUS STAMPS	115	115

FROGGER
PARKER BROTHERS

Kermit wasn't joking when he said, "It's not easy being green." Frogger has it tough, but you'll have a great time with this, the best computer rendition we've seen of the arcade favorite.

You must get Frogger home, but first he'll have to cross 3 lanes of speeding traffic. Then there's the river. Hop on a turtle's back, then jump on a log. Please be careful—those turtles go under sometimes and falling off a log…well, it's as easy as falling off a log. Frogger can't swim.

You can earn extra points by rescuing pink frogettes or eating a fly. Bring Frogger home 5 times and you will be rewarded (sic) by even faster traffic and some snapping alligators. There is (thank goodness) an option for slower play.

We found the program works best with an Atari joystick.
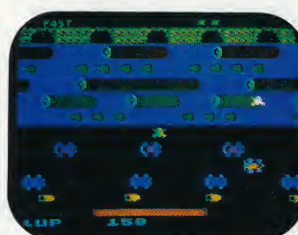
TOTAL 27 RATING

	CARTRIDGE	
ITEM #	1125C	
SUG. RETAIL	$44.95	
H.S.G. PRICE	$40.45	
BONUS STAMPS	162	

E.T. PHONE HOME
ATARI

Some of you may feel positively inundated by E.T., but if there is someone in your house who is still enthralled by the little critter, this warm and challenging game might be a great success.

You begin, in part 1, as Elliott (E.T.'s pal), who must search his neighborhood and the woods for the pieces needed to make E.T.'s phone. You may have to establish a telepathic link with E.T. to check your progress, but be sparing…this drains his energy. E.T.'s heartlight will glow red if you have the right piece. Elliott must dodge the science nuts and G-men on his trip. If he gets all the pieces, E.T. speaks to him.

In part 2, you play E.T., who must run through a maze to a phone. If he makes it, the Mothership comes down and picks him up. Don't worry—you can get E.T. back, after several levels of difficulty.

TOTAL 26 RATING

	CARTRIDGE	
ITEM #	1138C	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

JUICE!
TRONIX

It's the Android Hop, the dance craze that's electrifying the country. We hope you know it, because in Juice! you have to make Edison, the kinetic android, hop all over the screen and complete the circuit board. When he does, the juice will flow, and the screen will flash madly—and you'll get big points.

If Edison hits a Nohm or a Killerwatt, he'll melt, but they're not as bad as Flash—who hops after Edison, undoing all his fine work.

There are 3 rounds and a bonus round in each of the game's 6 levels. You may also select how many electric hazards Edison will have to contend with, which makes the game playable for kids as well as more experienced arcade players. Forgive us for saying this—but we got a charge out of Juice!.
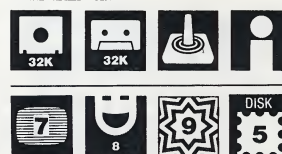
TOTAL 24 RATING

	DISK	CASSETTE
ITEM #	1158D	1157 T
SUG. RETAIL	$29.95	$29.95
H.S.G. PRICE	$26.95	$26.95
BONUS STAMPS	108	108

CHOPLIFTER!
BRODERBUND

Action, danger, and a chance to strike a blow for democracy are the attractions of Choplifter! Your mission: fly your chopper into enemy territory, retrieve the hostages, and fly them safely to home base. You'll fight tanks, which can destroy landed or hovering choppers and can kill any hostages you don't rescue. Jet fighters threaten you, too—and drone air missiles!

State-of-the-art graphics and innovative joystick control make Choplifter! one of the more exciting war games. When you arrive, the first barracks has been blown open for you. Hostages are waving frantically and scrambling to get into the chopper. Now it's up to you to figure out how to free the remaining 2 groups of hostages.

We know you're eager, but don't land on any of the hostages—this kills them.

TOTAL 27 RATING

	DISK	CARTRIDGE
ITEM #	1131D	1130C
SUG. RETAIL	$34.95	$44.95
H.S.G. PRICE	$31.50	$40.50
BONUS STAMPS	126	162

PINBALL CONSTRUCTION SET
ELECTRONIC ARTS

How could you be anything but a pinball wizard after designing your own game?

The PCS program includes 5 demo pinball games designed by Bill Budge, using the same components you have at your disposal. These are fun to play and provide hints on how to design a game.

Games are built by using a joystick "hand" to pull pieces across the screen from the parts box. You control speed of play, heaviness of the ball, and the sounds and bonuses for each target. Additional controls allow you to shape and color bumpers, flippers, etc. to your taste. When you've finished, save the game to play whenever you want.

We think that even those who aren't pinball fans will enjoy the colorful design aspects of the program. Hint: do not tilt on your computer. You could lose a lot more than a quarter.

TOTAL 24 RATING

	DISK	
ITEM #	1151D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

EFFECTIVE WRITING 1-8; 9-16
DORSETT

Someone at your house need help with writing? Try these programs. They cover important principles of composition in a clear and relaxed, if somewhat plain, style. This doesn't mean we'd recommend firing your private tutor. But as an aid or review, the Effective Writing programs can be helpful.

We are offering the 16 programs that make up the course in 2 packages of 8 programs each.

With voice and text the computer explains a subject like the topic sentence. It gives examples, then poses questions, asking you to choose the most effective of several sentences, or perhaps the one that best illustrates the concept.

Lessons 1 through 8 concentrate on the skills needed to write a persuasive essay. They cover basic punctuation, logic, introductions and conclusions, paragraph construction and word choice.

The next 8 lessons cover these same subjects in more detail. Here are some sample chapter headings: The Parts of Speech, Common Errors in Diction, Capitalization and Hyphens, Spelling and Mechanics, and Writing Effective Letters.

We believe that anyone who's serious about improving writing skills will find these programs a helpful guide toward expressing himself on paper more clearly and confidently.

Dorsett tutorials in physics, carpentry, philosophy and psychology will be offered in future catalogs. The master cartridge

TOTAL RATING 17

1-8	CASSETTE	
ITEM #	1180T	
SUG. RETAIL	$31.95	
H.S.G. PRICE	$28.75	
BONUS STAMPS	115	

9-16	CASSETTE	
ITEM #	1181T	
SUG. RETAIL	$31.95	
H.S.G. PRICE	$28.75	
BONUS STAMPS	115	

MASTER CART	CARTRIDGE	
ITEM #	1182C	
SUG. RETAIL	$10.95	
H.S.G. PRICE	$9.85	
BONUS STAMPS	39	

needed to use Effective Writing is required for all other Dorsett programs.

THE ADVENTURES OF OSWALD
PDI

Here at the Guild we have a resident expert on four-year-olds. Her name is Maggie and she just happens to be four years old herself. Maggie is honesty and good judgment personified, so when she tells us that The Adventures of Oswald is a great program we believe her.

Uncle Oswald is an interactive adventure game designed for preschoolers. There is a hint of danger but no violence, and we think if the parent works with the child, there is real educational value in the program.

Your child watches the screen as a voice narration introduces him / her Oswald and his room. The program shows you how to make Oswald jump, climb, and move to the left or right. We are then taken on a walk with Oswald, where he falls into a deep hole. By moving the joystick, the child can help Oswald climb the ladders and cross the platforms needed to reach the other side.

There is a second part to the program, a game called Oswald and the Golden Key. Oswald is trapped in a room. The child helps him find the golden key he needs to get out while avoiding a ghost who wants to bite him.

Kids seem to love the graphics and sound in this program. Parents will find it

TOTAL RATING 23

	CASSETTE	
ITEM #	1166T	
SUG. RETAIL	$18.95	
H.S.G. PRICE	$17.05	
BONUS STAMPS	68	

helpful in developing small motor and listening skills as well as directional orientation. We suggest parents play along, perhaps even quizzing the child on which direction Oswald is moving. You might also ask the child to count the rungs on a ladder or the number of beds in Oswald's room.

MASTERTYPE
LIGHTNING

MasterType is one of those programs that make you wonder how you ever got on without computers. Through a miracle of technology, something as odious as learning to type is transformed into something that's as much fun as Space Invaders. Whether you're learning to type for the first time or wish to improve existing skills, we think you'll find MasterType effective, educational, and, though it borders on heresy to say so, great fun.

Your spaceship, located center screen, battles aliens, who represent letters or words on your practice list. Type the letter or word correctly and the enemy is destroyed. Fail too many times, you're blown up.

The 18-lesson course is laid out like more traditional typing courses. You begin on home row. Gradually you learn to use each row in building longer and longer words. Finally you will be typing 9-letter words while using numbers and shift symbols from every part of the keyboard. Each lesson has a practice list you must battle in "typerspace". Your score is computed in words-per-minute. Each succeeding wave of aliens demands that you type faster.

You may begin the program at any level you wish and you can control the speed at which you are asked to type (5-200

TOTAL RATING 25

	DISK	
ITEM #	1188D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

words-per-minute). Many people find they have specialized typing needs; in that case, you may program the computer with your own list of practice words.

MasterType is well planned and efficient—a *superb* example of how a good program can make drill and practice fun without sacrificing educational value.

STORY BUILDER / WORD MASTER
PDI

Story Builder/Word Master uses both games and a tutorial to teach your child the parts of speech.

The first section contains a brief tutorial which explains the characteristics of verbs, nouns, adjectives and adverbs. Examples are followed by a series of questions asking the child to correctly identify the parts of speech.

The second part of the program is the fun part. The program asks the child to type in a noun, verb, etc. of his/her choice. The program then plugs those words into a well-known nursery rhyme. The result is grammatically correct, but the content tends to be sheer nonsense. Kids who've played the game seem to find this absolutely delightful.

A third and final section of the program is a word game not unlike Mastermind. It drills in logic and deductive reasoning more than word skills, and its guessing-game quality gives it a lot of zip.

The computer selects a three-letter word which the child must guess. He types in words and the computer announces how many of the letters are correct and in the right position, but it won't tell which ones they are. The child has 10 chances to figure it out by process of elimination.

This program allows your child to be

TOTAL RATING 21
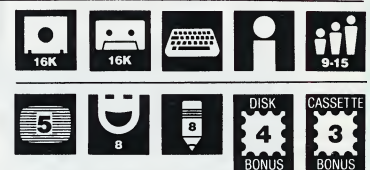
	DISK	CASSETTE
ITEM #	1168D	1167T
SUG. RETAIL	$23.95	$18.95
H.S.G. PRICE	$21.55	$17.05
BONUS STAMPS	86	68

creative while learning the basics of grammar. After going through the menu once with you, there is no reason why he can't use the program himself. On the other hand, you might want to be around. Remember, he can type in any word he wants as long as it's the correct part of speech, and those bad ones are usually pretty easy to spell.

THE JAR GAME & CHAOS
EDUFUN!

We feel this program would be ideal for a family with kids of different ages. One game helps youngsters learn how to match shapes and colors. The second helps older kids understand the law of probability and fractions.

In Chaos, a field of multi-colored shapes is displayed on the screen. One is highlighted. Your child must move his marker around the screen and gobble up the shapes that match it. It's a fun way to practice a critical developmental skill.

In The Jar Game, you see 2 jars filled with both green and gold cubes. There's a fly who loves gold. You must figure out the ratio of gold to green in each jar to guess which jar the fly will pick. Once he's in there, you can test your arcade skill against the laws of probability as you try to make the fly land only on gold. You will also need Atari Basic.

	DISK	CASSETTE
ITEM #	1383D	1384T
SUG. RETAIL	$32.95	$29.95
H.S.G. PRICE	$29.65	$26.95
BONUS STAMPS	119	108

NUMBER BLAST
ATARI PROGRAM EXCHANGE

Number Blast is an exciting drill and practice game for 1 or 2 children. It doesn't cost much more than 2 boxes of flashcards, but it's more versatile and more fun than those cardboard antiques.

By moving the joystick, your child selects the correct answer to the problem on the screen. Not only must he race to get the answer, but he must be fast with the joystick as well. If he's right, the problem is blasted away and points are awarded.

The drills, which cover addition and multiplication of positive and negative numbers through 20, are rather traditional, but children don't seem to find it gets in the way of their fun. You may ask for random problems or have the computer work through tables. There are 3 speed levels. The beginner will definitely want to start on slow.

	DISK	CASSETTE
ITEM #	1170D	1169T
SUG. RETAIL	$17.95	$17.95
H.S.G. PRICE	$16.15	$16.15
BONUS STAMPS	65	65

THE BIG MATH ATTACK
T.H.E.S.I.S.

The Big Math Attack is a solid drill and practice game. It's designed to improve speed and accuracy in basic addition, subtraction, multiplication and division, particularly for first- to fourth-graders. You may select from 2 levels of difficulty for any topic.

A rocket ship flies over the city, dropping equations which must be solved before they land. At first they come slowly, but the more you answer, the faster they come. You earn points for each correct answer. After 5 mistakes, the game ends and the computer tells you "You can do it, try again."

The game plays well. Our only problem with it is that if a problem makes it through your computational defenses, the city doesn't actually blow up. Alas. (This program requires the use of Atari Basic.)
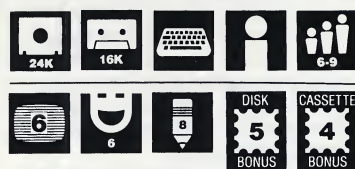
	DISK	CASSETTE
ITEM #	1186D	1185T
SUG. RETAIL	$25.00	$20.00
H.S.G. PRICE	$22.50	$18.00
BONUS STAMPS	90	72

SPACE JOURNEY
ROKLAN

In conjunction with Roklan Inc., Scott, Foresman and Assoc., pioneers in interactive educational software, have now developed drill and practice programs for the Atari.

Space Journey drills your child in percents, decimals and fractions while it keeps his interest with an arcade-type game that brings warmth and imagination to a typically very dry type of program.

The program opens with a brightly colored space scene. When a percentage flashes on the screen, your child is asked to supply a decimal equivalent. If he answers correctly, he will be permitted to use his spaceship either to hop onto a planet or fire at encroaching meteors.

Once he's on a planet the program might tell him that he must answer 3 more problems before he can go on to the next planet. Five planets in all must be explored to complete the mission. In the meteor option, 10 meteors must be destroyed to guarantee success, and the only way to earn laser power is by answering math problems correctly.

The game aspect of the program provides a very real incentive to succeed— without overpowering the educational aspects of the program with lots of pyrotechnics. In fact, there is something very gentle and almost cartoon-like about the animation. The program can be used with either the keyboard, or the joystick or both. Since there is a time limit, we suggest the child type his answers into the keyboard. He'll move much faster.

Since the program comes with a wide range of problems that span 3 levels of difficulty, we think Space Journey could probably be useful during several years of elementary school math.

	CARTRIDGE	
ITEM #	1190C	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

STAR MAZE
ROKLAN

Perhaps your 8-to-12-year-old balks at the mention of practicing his division skills. In that case, you might want to try setting him down in front of Star Maze. It was developed by Scott Foresman and Roklan Inc., who have a reputation for making drill and practice work imaginative as well as educational.

Your child is asked to help lead the Thid through a maze and back to his home. With each division problem that is answered correctly, the Thid can take a few more steps. Scattered throughout the maze are stars. Some of these are worth extra points, but if your child happens onto a bad star, he might have to move back several steps and solve more problems. Once Thid gets home, the screen flashes, a flag waves and the computer offers heartfelt congratulations.

The game aspect of Star Maze is charming—without, we think, ever overwhelming the drill/practice aspect of the program. You may determine how long your child has to complete the maze.

Three levels of difficulty are available. The first level consists of basic division problems. The second presents problems that have remainders, and the third, three-digit division. If the problem isn't solved within one minute, or after two attempts, the computer shows you the correct answer.

Like Space Journey, Star Maze's companion program, the program was designed to provide entertaining drill and practice over the course of several years of grade-school math.

	CARTRIDGE	
ITEM #	1191C	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

LETTERMAN
ATARI PROGRAM EXCHANGE

Letterman, not to be confused with a single member of the singing group, is a computer game very similar to Hangman, though, in this case, the traditional gallows has been replaced by an apple sitting on the Letterman's head. With each wrong letter chosen (you are allowed six mistakes), an arrow moves closer to knocking the apple down. The squeamish will be pleased to note that losing a game results in nothing worse than applesauce.

As the game begins, the alphabet is displayed at the top of the screen and a line of dashes appears near the Letterman. Once a letter has been selected, for better or worse, it vanishes from the alphabet leaving only the available letters still on the screen. The computer will select a word from its 400 word dictionary or you can type in your own word for a friend or child to guess. This is an excellent feature giving the game a tutorial ability not to mention an opportunity to really stump your friends. Three levels of difficulty assure challenge to both children and adults.

Other game features include an optional time limit and the ability to request hints from the program, such as the number of vowels in a word or the

TOTAL 22 RATING

	DISK	CASSETTE
ITEM #	1172D	1171T
SUG. RETAIL	$24.95	$24.95
H.S.G. PRICE	$22.45	$22.45
BONUS STAMPS	90	90

first or last letter. The game can keep track of nine players and their scores.

Hangman is, of course, a limited game. Nonetheless, we found that Letterman really makes the most out of it and at a very reasonable price.

You will need the Atari Basic cartridge.

ATARI SPEED READING
ATARI

Speed Reading is an 8-unit course in which you use an extensive manual and the special abilities of the computer to help increase your reading speed while maintaining, if not actually increasing, your comprehension. The documentation suggests that within thirty days you could actually double your reading speed. Though we didn't have thirty days to spare, we were impressed with the comprehensive nature of the program and feel it probably does do what it claims to.

Instruction on speed reading techniques is provided vocally and in the manual. You use the computer to time your reading and to work on practice exercises that help increase eye span and high-speed perception.

Each lesson is divided into several sections. You begin with warm-up exercises to increase your word recognition rate. This is followed by phrase-reading exercises, and timed and paced readings. (These are readings from the manual that you do with the aid of a computer-generated pacing tone.)

The next to-the-last section is where you receive instruction on new techniques to help improve your reading efficiency.

The final section in every lesson is a series of timed reading tests.

After you have completed the lesson, enter your reading rate and comprehension scores for all the readings you have done, and the computer will rate your progress on a reading efficiency index. The score is plotted on a graph to show your improvement.

TOTAL 21 RATING

	CASSETTE	
ITEM #	1187T	
SUG. RETAIL	$74.95	
H.S.G. PRICE	$67.45	
BONUS STAMPS	270	

The program's basic educational approach is to identify the blocks to faster reading, as well as teaching you active techniques to increase speed. Furthermore, exercises and instruction remind you of what you have learned in previous lessons, so you never feel that you must absorb more material than you can handle.

The extravagant manual provides almost 200 pages worth of exercises, instructions, and reading selections of general interest, which were actually much more interesting than we expected to find in this kind of program.

CONVERSATIONAL FRENCH, GERMAN, ITALIAN & SPANISH
ATARI

Bonjour! Guten Tag! Bon giorno! ¡Hola! If you're going a-roaming in the Old World, or you just want a practical beginner's course in French, German, Italian, or Spanish, these interactive courses from Atari may be just the thing.

Each program includes approximately 5 hours of instruction and drill on cassette, and a 27-page workbook.

What we particularly like about the programs is that the lessons are all set within a practical travel framework. You might be buying clothing, renting a hotel room, writing a letter of introduction or asking for directions. Taped dialogues, between a man and woman, guide you through the various activities. You hear a phrase and see it on the screen at the same time. Afterwards, you are asked to repeat the phrase before moving on to the next one.

Other aspects of the lesson teach you how to get by in general conversation. You learn how to describe yourself and where you are from, how to count, how to understand the answer if you've been bold enough to ask someone what time it is, and so on.

The lessons themselves don't teach you grammar; they teach only how a thing is said correctly. The workbook, however, does contain clear, easy-to-follow paragraphs on the most common patterns and rules a traveler might want to know.

Periodically the student is given reviews and quizzes, which help him monitor his progress. He might be asked to choose the word that best completes a sentence, or he might be asked to take a scrambled dialogue and arrange the phrases in correct order.

In addition to paragraphs on grammar, the workbook contains exercises, a glossary, and several optional activities, designed to help you practice what you've been learning on the computer. A lot of these activities are fairly simple, but we felt they would be ideal for parents and children to do together as a family.

The Atari language programs are planned to get you up and running in a foreign language as quickly and painlessly as possible, and we think they meet that objective. Having a computer to prompt you with questions, reward you when you're right, and correct you when you're wrong, makes learning a foreign language a bit easier and a lot less frustrating. To get the most out of the programs, the documentation recommends frequent study but for short periods of time. The lessons are broken down into many small units to facilitate this type of approach.

These courses are certainly no substitute for school. As good as they may be, they are only an introduction. In price and usefulness, they stand somewhere in between a $5.95 tourist handbook and a full-fledged Berlitz cassette course. If you feel that you or your child needs the graphics and the tutorial capabilities of a computer to learn a language, then the program should certainly please. If, on the other hand, you don't need those things, and your conversational needs when you travel are really very slim, then you would probably be better off with a
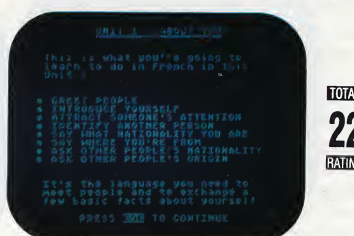
TOTAL 22 RATING

FRENCH

	CASSETTE	
ITEM #	1178T	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	
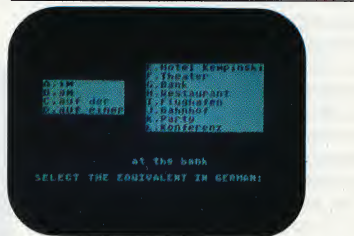
GERMAN

	CASSETTE	
ITEM #	1177T	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

ITALIAN

	CASSETTE	
ITEM #	1176T	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

SPANISH

	CASSETTE	
ITEM #	1179T	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

book.

All the Atari language programs require the Atari basic cartridge.

AN INVITATION TO PROGRAMMING 1, 2 AND 3
ATARI

When the first microcomputers became available to the public, you really had to be an amateur programmer to use one. Now, of course, that's not the case. Just owning a computer doesn't mean you have to know the first thing about programming in general, or Basic, in particular. Other people write wonderful software, just to save you the trouble.

Nonetheless (and we admit we're biased), programming is fascinating stuff to know about. If you, or a child in your family, is a complete computer novice but would like to learn the principles of programming in Basic, Atari's Invitation to Programming is a good place to start.

The programs aren't too flashy. In fact, they're rather traditional—but they are very thorough. You listen to lectures on cassette, while the various concepts under discussion are illustrated on-screen. You may reinforce what you've learned by using the workbook that is provided with each of the 3 programs. Periodic reviews and questions make it easy to monitor your progress.

The first in the series introduces simple commands like "print" and "list." It shows you how to use the keyboard and explains elementary loop structures. What we like about the program is that it builds slowly, avoids jargon whenever possible, and doesn't go on to new concepts until we feel we're ready for them.

An Invitation to Programming 2 begins, sensibly enough, with a review of the first lesson, before going on to more advanced loops like "for" and "next." The student is also introduced to multiple statements, subroutines, strings, arrays, and the concepts of computer logic and memory. This may sound a bit confusing now, but the programs really do quite a good job of making all this comprehensible.

The third program teaches you how to apply the principles of programming by adding sound and graphics to your programs. The lesson goes into some detail on sound effects, music, color, and animation. The workbook for this section is particularly helpful and contains exercises that a student might really enjoy doing on his/her own, without the program.

Although these programs were developed by Atari, and are designed for the Atari version of Basic, the principles taught in the programs are really universal, and can be applied to almost any computer that uses Basic.

We feel that although an adult might find the programs a bit slow, at least he won't find them over his head. In fact, he might even enjoy working through them with his ten-year-old.

The programs struck us as being very reasonably priced and well worth the time and effort needed to go through them. After using these programs, you should have a better understanding of how your Atari works and be able to go on to much more advanced programming, should you want to, without fear. (Programs require Atari Basic cartridge.)
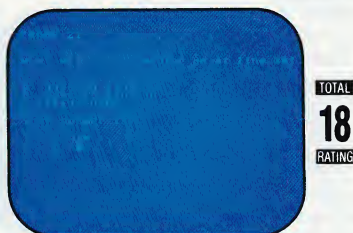
TOTAL RATING 18

1	CASSETTE	
ITEM #	1173T	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.50	
BONUS STAMPS	90	

TOTAL RATING 18
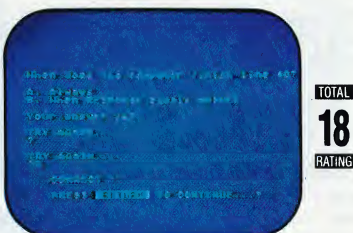
2	CASSETTE	
ITEM #	1174T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

TOTAL RATING 18
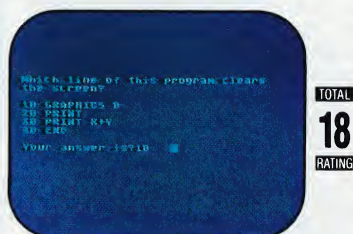
3	CASSETTE	
ITEM #	1175T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

MUSIC MAJOR
EDUCATIONAL

Music Major is a first-rate tutorial and drill program in basic music theory. It does not teach playing an instrument. Rather, it teaches music theory appropriate to a beginning or intermediate student. The program takes a friendly, interactive approach to a subject that's important for musicians, yet is often rough going during the learning process. Furthermore, the exercises are broken down into levels of increasing complexity. The program is accessible to the inexperienced musician but also detailed enough to keep the more advanced student challenged.

In case you're wondering how to determine readiness for the program—if your child can read the notes of "Twinkle, Twinkle, Little Star," and play it on the piano using both hands, then he/she is ready.

The program's main lessons are: keyboard recognition, note recognition, note counting, measure practice, and key signatures.

The student learns by reading through an entertaining and easy-to-follow lesson in the documentation. Then he practices what he's learned in a series of interactive drills.

Music Major is ideal for a student who has just started and needs help in understanding "how music works." If the child can't read the lessons independently, the parent can read them aloud.

TOTAL RATING 25
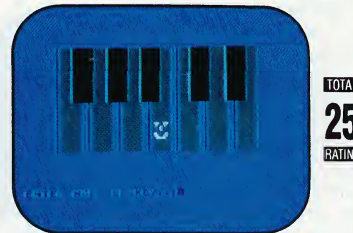
	DISK	
ITEM #	1189D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

Often, older, more experienced players have never been taught the basic theory required for more advanced music. With Music Major, they can develop knowledge in areas like major and minor key signatures and complex rhythm figures.

Music Major also includes a fascinating tutorial (with a quiz) on the rather spicy life of Beethoven. This section makes a wonderful break between practice sessions. (The program requires Atari Basic.)

PREPARING FOR THE SAT AND OTHER APTITUDE TESTS
PDI

This program is designed to introduce the student to standardized tests, teach him test taking techniques and provide drill and practice in the areas most commonly covered by standardized tests. The student receives both on screen and voice instruction.

The first section of the program discusses some of the myths that obscure test taking. It also teaches the student one of the most important skills in test taking: how to read a problem, break it down into its component parts, and then find the correct answer rather than jumping at the first thing that looks right.

The second section contains a vocabulary building course and a section of synonym and antonym problems. Other sections introduce and drill the student in analogies and reading comprehension problems.

The math sections include drill and instruction in series problems and problems in simple algebra and plane geometry.

The documentation is rather slim, but it does come with a good booklet on test taking, *Making the Grade*, by John Victor. The program is designed to be used in conjunction with the booklet.

We found the program a very good introduction to standardized tests, but the material was too easy for an eleventh

TOTAL RATING 19

	DISK	CASSETTE
ITEM #	1165D	1164T
SUG. RETAIL	$119.95	$99.95
H.S.G. PRICE	$107.95	$89.95
BONUS STAMPS	432	360

grader preparing for the SAT's. There was not enough drill and practice at a high enough level. However, we think the program would be very helpful to a younger student preparing for the PSAT's.

The disk version of the program comes with an audio tape of the lecture, so a cassette player is required. You will need an Atari Basic Cartridge for either version of the program.

TEXT WIZARD
DATASOFT

Text Wizard is a solid word processing program whose flexibility and advanced features give it potential for professional application. It's easy to use, once you become familiar with it, but it has one major flaw. There is no menu. This means that you must either memorize a long list of functions or frequently return to the reference card.

The basic functions of Text Wizard are: word wrap, insert/delete, search and replace, and all other standard editing functions. The screen shows 40 columns, and Text Wizard reformats the text to 80 columns, when sending to the printer.

Other advanced features are: proportional spacing, condensed and elongated printing, subscripts, superscripts, underlining, headers and footers, and right justification. The program keeps track of page numbers and will link together, and separately print, stored files.

One of the things that makes Text Wizard so appealing is the availability of terrific support programs such as Spell Wizard, a very convenient and inexpensive spell checker.

You may also interface with the Atari File Manager 800+. This will let you pull records from your files for incorporation into documents. You might, for instance, use this feature to match names and addresses to form letters.

Undoubtedly, the lack of menu will
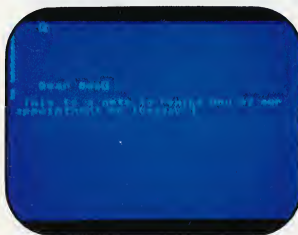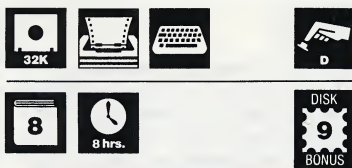
	DISK	
ITEM #	1198D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

dramatically increase the time needed to master the program. However, we think it's worth the effort. Text Wizard is an excellent word processing program, with wide professional applications; it's an exceptional value for the money.

The program is compatible with Epson's centronics, or any Atari-compatible printers. The program is a 2-sided disk: one side for Epson printers, the other for Atari printers.

BANK STREET WRITER
BRODERBUND

Bank Street Writer is a terrific home word processing program. It's not very complex, but it is very friendly and does all the basic things that you need in a home word processing program, like insert/delete, line center, word wrap and search/replace. The software contains a tutorial (excellent) and the documentation is clear and complete. However, if you've ever worked on a computer before, you may not even need it. A display at the top of the screen tells you, at all times, what mode you're in. When you are editing, it lists all your options and suggests which one you might want to do next. It's fairly hard to make mistakes, and nice and easy to correct them if you make them.

We put a friend of ours on Bank Street. His only previous experience with computers had been playing Pac Man—yet he was up and writing within 20 minutes.

The only thing that may take getting used to is that the program is not "screen oriented," e.g., though it prints 80 characters, it shows only 40 characters at a time on the screen. Until you become more familiar with the program, you may want to print drafts to make sure you're getting what you intended.

We feel the program would be ideal for personal correspondence, creative writing, and school papers or reports. It is

	DISK	
ITEM #	1196D	
SUG. RETAIL	$69.95	
H.S.G. PRICE	$62.95	
BONUS STAMPS	252	

certainly simple enough for grade school children; in fact, it was developed specifically for kids at the Bank Street School in New York City.

We are pleased to note that Bank Street Writer is compatible with Spell Wizard, an exellent spell-check program.

Bank Street Writer will use only parallel printers with the Atari computers.

SPELL WIZARD
DATASOFT

Spell Wizard is versatile, simple to use, and very reasonably priced—a nifty little package that both the occasional and the professional writer will find convenient and helpful.

Spell Wizard is a menu-driven spell check that contains a 33,000-word dictionary. It will proof any text file using Atari's DOS 2.0. With Spell Wizard, you have the capacity to update the dictionary with your own word lists. If, for instance, you frequently use medical or foreign words in your writing, this feature is invaluable.

In addition to flagging words that are misspelled, Spell Wizard will flag any words that don't appear in its dictionary. This makes it easy for you to be sure that no mistakes slip by in your final draft. At the same time, you'll be updating your program.

The program also allows a wild card search. This feature allows you to find a word you don't know how to spell. Simply type it in, as accurately as you can get it. The computer will respond with the same word, correctly spelled, or with correct spellings of several similar words; one is probably *the* one you want.

The program is so well designed that

	DISK	
ITEM #	1199D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

the moment you look at the menu, it becomes obvious how to use it. However, if you want to read the documentation, go ahead. Not only is it exceptionally clear, it's mercifully short. If you want a hard copy of your dictionary, you will need an Atari-compatible printer.

FILEMANAGER +
SYNAPSE

FileManager +'s combination of power and user-friendliness recommended it above all the other Atari data bases we have seen. It would be more than suitable for the most complex home applications, and could be a very sensible program for the business that requires no more than 700 records.

If you're unsure of what a data base is or can do, please refer to the reference section in the back of the Buyer's Guide.

FileManager + allows approximately 700 records of up to 20 fields, with 100 characters per field. Fields may be designated alphabetically, numerically, or by dollar amounts. Up to 4 fields may be linked to each other by mathematical relationships, which makes the program ideal for applications such as inventory or customer billing.

FileManager + permits a five-level sort, enabling you to create complex reports. You could, for instance, request a report on all customers in Omaha who have purchased less than fifty dollars worth of goods since 1981. (This is a 3-level sort.)

FileManager + will interface with the Text Wizard word processing program, which would, for instance, allow you to automatically merge names and addresses with form letters.

Though the program was designed to be sufficient for the most complex house-
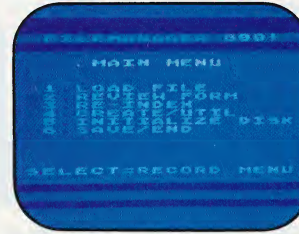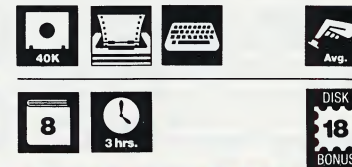
	DISK	
ITEM #	1197D	
SUG. RETAIL	$99.95	
H.S.G. PRICE	$89.95	
BONUS STAMPS	360	

hold filing needs and intermediate business needs, it was designed for the user with little computer experience.

After going through the first-rate tutorial, including the documentation, you should be positively brimming with ideas on how you might be able to manage your information more efficiently.

You will need the Atari Basic cartridge to run the program, but you may use any of several Atari-compatible printers.

THE HOME FILING MANAGER
ATARI

The first thing you should know about The Home Filing Manager is that it's easy to use. There's nothing mysterious or intimidating about it. If you can get the kids to stop playing games on the Atari, you should be able to start your own file within the hour.

HFM would be ideal for mailing lists, a research reference system, recipes, or a library catalogue. Whatever you would have recorded in a list or filing box can be put into your computer filing system.

You get a program diskette and a data disk. The disk will hold from 115 to 700 cards, depending on how much data you put on a card. You might want to think of it as an 18-line-long 4" × 5" card.

Let's say you title your file "Business Associates" and start filing. Cards will automatically be sorted alphabetically, but if you're looking for something specific, you can search for it by card title or key word/words. It would be simple, for instance, to have the program mark the cards of all business associates who live in Michigan, drive Mazdas, and sell modems. This same feature would help you pull recipes by ingredient.

HFM allows you to add, delete and edit information right on the card without going back to the main menu. All functions are listed at the top of the screen.
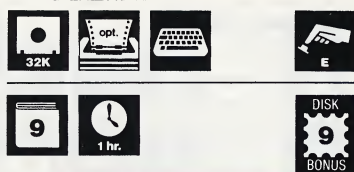
	DISK	
ITEM #	1200D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

You select one by moving the space bar.

The Home Filing Manager is not nearly as sophisticated as a data base. It has no numeric capability, so it wouldn't be very useful for inventory. It is, however, a very efficient personal record keeper. If you're feeling generous, you might even let the kids use it for a research paper or to catalogue a rock collection.

VISICALC
VISICORP

VisiCalc is an incredibly powerful electronic spreadsheet, which can manipulate great amounts of raw numeric data quickly and accurately.

Once a user has entered formulas and numbers, it's an effective problem-solving and forecasting tool, designed to answer questions like "How much?" … "What if … ? " and "How will this affect…?"

VisiCalc has no menu. Rather, it has a list of 14 commands that allow you to set up rows and columns of numeric information, and then search through them and add, delete or revise.

The size of your worksheet is determined, in a large measure, by the memory capacity of your computer. With a 48K Atari, you can expect to have approximately 50 rows and 50 columns to work with. The ratio of formulas to data also affects the amount of space you have to work with on the spreadsheet. The more formulas in use, the more memory required to operate.

VisiCalc demands effort and imagination to use, but once you get the hang of it, you will be amazed by the things you can accomplish with it yourself. Besides portfolio analyses and sales reports, Visi-
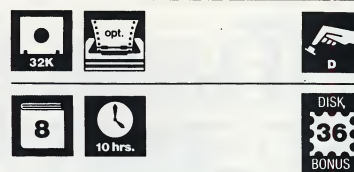
	DISK	
ITEM #	1195D	
SUG. RETAIL	$199.95	
H.S.G. PRICE	$179.95	
BONUS STAMPS	720	

Calc is ideal for figuring out how several different mortgage payments might affect your cash flow and perhaps the availability of money 3 years from now to send a kid to college…or buy that speedboat you have your eye on. An Atari-compatible printer is optional but recommended.

ASTROLOGY
ATARI PROGRAM EXCHANGE

Astrology won't tell you if today's a good day to get married, buy short, or ask for a raise, but it will help you draw up a complete astrological chart quickly and accurately.

The program helps you enter all the necessary information very efficiently. It projects a map and cursor on the screen so you can zero in on the latitude and longitude of the subject's place of birth. You then enter the exact time and date of birth, and the computer does the rest. It will produce a chart complete with planet positions, aspects, houses, and all the appropriate symbols.

If you have a parallel type printer with graphics capabilities, you are given a program to type in that will print out a chart. Astrology also requires Atari Basic.

The program itself will not interpret the chart, but the documentation, which is very clear, includes a section on interpretation and a bibliography for further reading.

Astrology is simple and a lot of fun to use. If you've ever tried to plot a chart, you'll be overjoyed with all the time you will save.

As to how useful the information will be to you…well, our astrologer advises us that today is a good day to spend with friends and relations and to avoid making predictions about software.
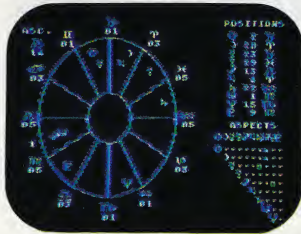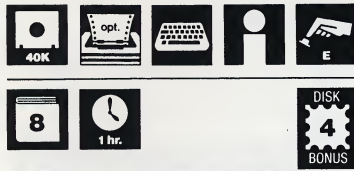
	DISK	
ITEM #	1194D	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

TIMEWISE
ATARI

At last, an appointment book that won't fall out of your pocket on the commuter train.

Timewise is an appointment planner, plain and simple, but with features that make it a very powerful, useful tool for the busy person. Imagine, if you will, a week-at-a-glance that has the capabilities of a data base.

When you make an appointment, whether it's for next week or a year from now, enter it into the program. Input the date, place, time, purpose, person you're meeting, etc. The program allows for 41 categories other than what's actually in the entry, so you can classify appointments, e.g., work, social, family, etc.

Later—with one simple function—you can check to see what you're doing on New Year's, when you're dining with your in-laws, or when you're due in Boston.

One of the problems busy people have is being prepared for each appointment *before* it comes up. If used judiciously, Timewise can be very helpful. You might want to sit down every Sunday night to review and prepare for what's scheduled for the week ahead. The program will display appointments one day at a time, or in monthly groups.

Another way to use the program is as a diary. Go back and check which appointments were kept and which were cancelled. The calendar can easily be saved on disk, automatically giving you a
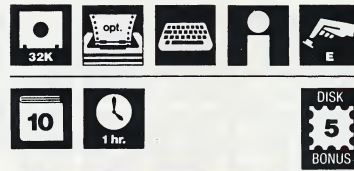
	DISK	
ITEM #	1201D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

record.

You can also make hard copy of your calendar and bring it with you when you travel.

Timewise isn't a very complicated program. It can be mastered in ten minutes. However, it does what it's designed to do extremely well, and helps the computer do what it does best—allow you to manage your life as efficiently and creatively as possible. You'll need an Atari-compatible printer, if you want printed schedules.

TO ORDER CALL TOLL-FREE 800-227-1929
(IN NEW HAMPSHIRE 603-882-1455)

LUNAR LEEPER
SIERRA ON-LINE

Jeepers creepers, get a peep at those Leepers!

Hilarious graphics and original, fast-paced action make Lunar Leeper a stand-out among arcade games for the Vic-20.

Your buddies stranded on the Lunar Leepers' planet, are waving their arms frantically; they try to hail you like a taxi. Every time you get close enough to rescue one, the Leepers jump up and try to grab you. If they make contact, they'll pull your ship right into their bulbous heads. These guys are a real crack-up. They have long, skinny legs, and look like they're dancing. (Everybody, even an alien, needs a hobby.)

If you do manage to pick up a pal, you must fly him back to base before you can come back and get the others. You have a limited amount of fuel; a gauge at the bottom of the screen tells you how close you are to running out.

There's also a second screen where you dodge the Leepers as you fly your way through a treacherous cave. You have to shoot this giant, roving eyeball at the end—really icky.

Lunar Leeper demands exquisite timing and should prove challenging enough for even the most experienced arcade player.

TOTAL 30 RATING

CARTRIDGE	
ITEM #	1295C
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

ENTERTAINMENT

▼
THE KOALAPAD TOUCH TABLET WITH DANCING BEAR: An incredible interactive gizmo! Micky can make the bear dance. Judy can make him play a song. We can put on a show. We can learn programming! We can do it right here on the block! (Page 25)

▼
MULTISOUND SYNTHESIZER: Make noise..make music..make your Vic into a synthesizer. Lots of fun and no knowledge of music required. (Tune in on page 25)

▼
CHOPLIFTER!: Rescue the hostages! Protect our way of life! (Great action and hilarious graphics on page 25)

GORTEK AND THE MICROCHIPS
COMMODORE

Knowledge is power.

The documentation/manual for Gortek opens with the following scenario. It seems the planet Syntax is being invaded by the Zitrons. Only the master computer, if it's been programmed correctly in Basic, can defend the planet and there's only one person who can do that programming—your computer kid.

That's where Gortek, the robot, comes in. He teaches you simple routines (in Basic) which you'll need to save the planet. You'll learn elementary loop structures like "for" and "next," plus "if then" structures, "Goto" statements, and inputting variables.

What you are really learning are the elementary principles of computer logic, and the precise, linear approach needed to go on to more advanced programming. Not only does Gortek teach you how to defeat the evil aliens, but he also teaches the new intergalactic gospel—computers don't have to be mysterious.

We found Gortek a wonderful way to introduce kids to Basic. They read through the manual and do the practice exercises on the computer. The manual comes with cartoons, games, reviews and quizzes. It was designed for kids between the ages of 10 and 13, but we feel that 13-year-olds might find it a bit easy. On the other hand, younger children can use the program if they have a little parental guidance.

Gortek was designed by 3 elementary-school teachers, who obviously are sensitive to the way children like to learn.

TOTAL 24 RATING

CASSETTE	
ITEM #	1312T
SUG. RETAIL	$24.95
H.S.G. PRICE	$22.45
BONUS STAMPS	90

EDUCATION

▼
SKY MATH: A fun way to improve skills in addition,subtraction and decimals. Have a great time. Learn something. Rack up big points. (Page 28)

▼
KNOW YOUR VIC-20: Everything you need to know to get even more enjoyment from your Vic-20. Perfect for the entire family. (Class begins on page 30)

▼
TYPE ATTACK: Let learning how to type be an adventure,not torture. This combination of solid drill and arcade fun helps you increase your speed painlessly. (Shift over to page 30)

PRACTICALC PLUS
CSA

Good news. PractiCalc Plus is a professional spreadsheet program that compares very favorably with VisiCalc, the program popular on many other home computers. (If you have questions on what a spreadsheet is, or what its practical applications are, please see the back of this Buyer's Guide.)

The power of a program like this lies in its ability to manipulate great amounts of raw numeric data quickly and accurately. Once you've entered formulas and data, it becomes an effective forecasting and analyzing tool, capable of answering your "How much?", "What if?", and "How will this affect that?" questions.

PractiCalc performs 22 mathematical functions, including log, sin and exponents. You may sort rows and columns alphabetically or numerically, and it allows you to enter many commands with a single, simple keystroke.

The program generates high-resolution bar graphs and has a "seek" function, which lets you scan a worksheet in search of a specific entry you've made.

The program's usefulness to you depends on how many entries you require. On a 16K expanded system, you're permitted 600 entries or cells, and on a 24K system, you're permitted 2,000. These numbers will vary somewhat, depending on the ratio of formulas to data.

PractiCalc requires effort and imagination to use. Though the program doesn't contain a tutorial, the documentation, which is very clear, does. Once you get the hang of it, you will be amazed at what you can accomplish. Besides portfolio analyses and sales reports, PractiCalc Plus is ideal for figuring out how several different mortgage payment plans might affect your cash flow or your ability, 3 years from now, to send a kid to college.

	DISK	CASSETTE
ITEM #	1324D	1323T
SUG. RETAIL	$54.95	$49.95
H.S.G. PRICE	$49.45	$44.95
BONUS STAMPS	198	180

HOME MANAGEMENT/ INFORMATION

▼
KNOW YOUR OWN PERSONALITY: Be your own best friend..get to know yourself a bit better...Lots of fun and you might learn something too. (Page 31)

▼
QUICK BROWN FOX: An incredibly powerful home word processing program. High in options—low in price. (Get your words worth on page 31)

SCORPION
TRONIX

Scorpion is designed for the experienced arcade player. The Scorpion, who has a limited supply of air, must gather food and fight off predators at the same time, and at a furious pace.

Frogs and frog eggs are food. Get the eggs home before they hatch into frogs. Frogs must be stunned before you can move them. If they're awake, they'll kill you.

Predators come in a terrifying variety. The Venus-flytrap is merely a pest, but the Dragon is fast and smart enough to seek you out. The most dangerous is the Pod Mother. Kill her and you score big, but watch out for the Pod Babies, who want revenge. There is an air gauge, and also a scan, which will warn you of deadlies in the neighborhood. Sure beats an ant farm, doesn't it?

TOTAL RATING 22
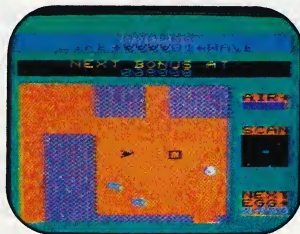
CARTRIDGE	
ITEM #	1287C
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

DEMON ATTACK
IMAGIC

Arcade fans, rejoice! Here's some more thumb-popping, wrist-twitching action with little or no redeeming social value.

Demons are launched from the sky. Your objective is to destroy them before you and your laser cannon say a quick hello to oblivion. Each wave you survive earns you another bunker (chance). Succeeding waves come faster. You and a partner may choose a game with direct laser shooting or with special tracer shots. These can be guided, after being fired, by moving your laser cannon.

Demon Attack has good, colorful graphics and action that is fast and furious, but never cute. It was designed for lovers of classic shoot-'em-up arcade games. We don't think they'll be disappointed.

TOTAL RATING 25

CARTRIDGE	
ITEM #	1290C
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

THRESHOLD
SIERRA ON-LINE

Attack of the Killer Birds…Attack of the Killer Spiders…Attack of the Killer Goldfish…Attack of This, Attack of That, and so on. Threshold is a fast-moving, highly responsive shoot-'em-up, not unlike the arcade game Phoenix.

Your ship darts along the horizontal axis, trying to knock off as many of these guys as possible. The intruders drop these exploding orbs, eggs, spheres, whatever, on you, and if they hit the mark, you're history.

There is a laser thermostat and a fuel display, which add even more challenge to the game. If the laser overheats, it can't fire, and if you run out of fuel, you have to watch Godzilla destroy Tokyo over and over for 24 hours…you mean you'd actually like that?

TOTAL RATING 26

CARTRIDGE	
ITEM #	1286C
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

CROSSFIRE
SIERRA ON-LINE

Alien ships are in the city. Shoot them. Criss-cross game grid. Fire, fire, fire. Aliens shoot back.

Warning tone. Only 10 missiles left. Bonus target, extra missiles. Good. Aliens are ugly. Four different kinds. Higher levels, fewer missiles.

Alien ships are in the city. Shoot them.

TOTAL RATING 22

CARTRIDGE	
ITEM #	1301C
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

SIDEWINDER
TRONIX

In Sidewinder your objective is to protect your radar towers from a dizzying variety of Outlanders. Your method—destroy everything in sight!

From an action and graphics point of view (is there any other?), this is one of the best games available on the Vic-20. Even the experienced arcade player should find it sufficiently challenging. There is also a training mission mode option which allows you to play all 10 levels of difficulty at a slower speed. Beginners will find this a real life saver. Other features allow you to use either left or right joysticks, to save high scores and to pause the game.

We felt joystick operation could have been smoother, but other than that, Sidewinder is a good, action-packed shoot-'em-up.

TOTAL RATING 25
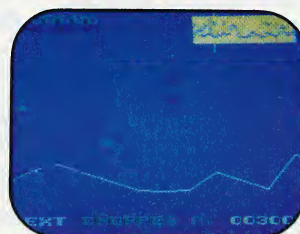
CASSETTE	
ITEM #	1289T
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

FROGGER
PARKER BROTHERS

Poor Frogger may lead a dog's life, but that shouldn't stop you from having a great time with this arcade favorite.

Try to get 5 Froggers safely home. First you'll have to cross 3 lanes of speeding traffic. Then there's the rushing river. Hitch a ride on a turtle's back, then jump on a log, then another log. But watch out—sometimes those turtles go under water and guess who can't swim?

You may want to rescue a pink lady frog or catch a tasty fly for extra points. If all 5 froggers arrive on the other side, you are rewarded for your efforts with extra hazards and faster action.

The game can get rather fast, but not too fast for the younger kids, with whom Frogger seems to be a great favorite.

TOTAL RATING 20

CARTRIDGE	
ITEM #	1292C
SUG. RETAIL	$44.95
H.S.G. PRICE	**$40.45**
BONUS STAMPS	162

THE KOALAPAD TOUCH TABLET WITH THE DANCING BEAR
KOALA TECHNOLOGIES

What is The KoalaPad? Some people say it's the ultimate interactive toy for children and adults. It's educational, non-violent, and its only moving part is your finger. Specifically, The KoalaPad is a graphics tablet that plugs into a joystick port. When it's used with The Dancing Bear program, it allows your child to animate the bear.

Plug everything in and turn it on. Your screen will show one bear playing the piano at the foot of the stage while another bear dances. When the dance is over, the bear will bow. Now it's your turn.

The KoalaPad has an overlay; it's a piece of plastic with pictures on it. Press the one that looks like left foot up. The bear moves his left foot up. Press right arm down, and the bear moves his right arm down. String several of these commands together and you'll have the bear dancing in no time.

There's more. Certain areas on the pad correspond to musical notes. You can compose your own songs for the bear to dance to. The screen will actually tell you what notes you're hitting, but you can also just move your finger around the pad and make a lot of noise.

Another function allows you to decorate the stage with colored blocks and other assorted doodads.

The final section is a 2-player memory game. The bear does a dance and challenges the players to make him repeat the same sequence.

The KoalaPad and The Dancing Bear may help develop such skills as spatial orientation and sequential memory in children, while providing great entertainment for the whole family. Koala plans to produce other programs for use on The KoalaPad graphics tablet.

TOTAL RATING 30

CARTRIDGE	
ITEM #	1293C
SUG. RETAIL	$99.95
H.S.G. PRICE	$89.95
BONUS STAMPS	360

VOODOO CASTLE
COMMODORE

Enter the eerie world of crystal balls, witches' brew, sapphire rings with magic powers, vampires, sacred statues, and dead men who may or may not tell tales.

It seems that Count Cristo is held prisoner by an evil spell, and only you can save him.

If you're brave enough to be the hero in your own occult adventure, you will explore the treacherous castle, search for clues and learn to use the magic objects you may find on your way.

Voodoo Castle, written by Scott Adams, is what we would call an intermediate level adventure. While it's not as complex as Zork, you will be required to keep lists and make maps as you go. We would like to caution you not to lose patience if, at first, you can't get the computer to do exactly what you want. It requires a rather exact syntax. Read the documentation, which has some helpful hints, and try again. If you're seriously stuck, you can write to Scott Adams for a hint book.

We found it particularly easy to die in this game, so you may want to save your place periodically on cassette. Cats may have 9 lives, but a careless adventurer only has one, and then it's back to the beginning.

So, if you're not too scared, break out the garlic and wolfsbane, and get going! Count Cristo is counting on you—to do that voodoo that you do so well.

A Votrax Type N Talk synthesizer is optional with the program, but by no means essential.

TOTAL RATING 22
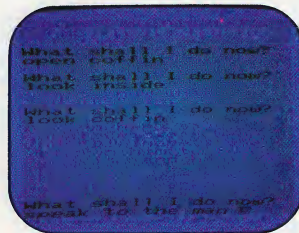
CARTRIDGE	
ITEM #	1294C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

CHOPLIFTER!
CREATIVE

Action, danger, and a chance to strike a blow for democracy are the attractions of Choplifter! Your mission: fly your chopper into enemy territory, retrieve the hostages, and fly them safely to home base. You'll fight tanks, which can destroy landed or hovering choppers and can kill any hostages you don't rescue. Jet fighters threaten you, too—and drone air missiles!

State-of-the-art graphics and innovative joystick control make Choplifter! one of the more exciting war games. When you arrive, the first barracks has been blown open for you. Hostages are waving frantically and scrambling to get into the chopper. Now it's up to you to figure out how to free the remaining 2 groups of hostages.

We know you're eager, but don't land on any of the hostages—this kills them.

TOTAL RATING 27

CARTRIDGE	
ITEM #	1288C
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

PINBALL SPECTACULAR
COMMODORE

Pinball Spectacular combines elements of Pong (remember Pong?), Super Breakout and of course, pinball, to create a great new game.

The ball is released onto a pinball screen, but instead of flippers, you are given double, sliding paddles, which you use like Breakout controls, to go after the colorful bricks at the top of the screen. You have more control of the ball than in a typical pinball game and can send it careening around the screen, searching for high scores.

The graphic design is bold and fun, probably very appealing to younger children. An experienced pinball player (if there are any left) might find this action a bit slow, but beginners should welcome a chance to score big points.

TOTAL RATING 24
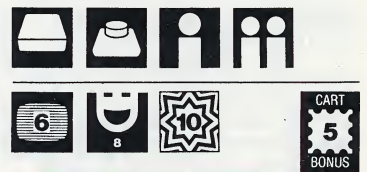
CARTRIDGE	
ITEM #	1296C
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

SHAMUS
HES

Shamus combines a basic idea—fight enemies while exploring a maze—with simple schematic graphics. Result: a surprisingly challenging game with long playing value.

You are the Shamus, who must explore the Shadow's lair, which consists of 2 levels of 32 rooms each. To enter each room, you must find the colored key that opens the correspondingly colored door.

The lair is filled to overflowing with dangerous robo-droids and snap jumpers, who are really hard to kill even with your rapid-firing ion shiv.

Succeeding rooms and levels seem to get a bit harder, but it may be because there are so darn many of them and we were exhausted. We sure hope the Shadow is a gracious winner.

TOTAL RATING 19

CARTRIDGE	
ITEM #	1297C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

GRIDRUNNER
HES

Gridrunner is a devilishly fast arcade game that is not unlike Centipede. You control a combat ship, the Gridrunner. Above you are the gridsearch squads, caterpillar types who run in a line across each level of the grid and quickly descend to the next. If you knock off the caterpillar units one at a time and in order, you're O.K., but if you split them in the middle, they become little independent units of destruction and are harder to destroy.

There are also the X and Y Zappers who run across the bottom of the grid. The X Zapper is usually harmless, but the Y Zapper fires a deadly energy beam. Whoops …almost forgot about the pods. They might just get in your way, or they might try to kill you. It depends on their mood. Your objective: clear the grid or die trying!

TOTAL RATING 24
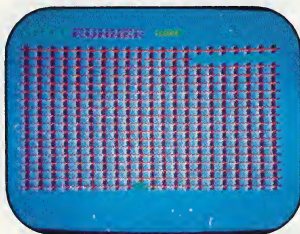
CARTRIDGE		
ITEM #	1298C	
SUG. RETAIL	$29.95	
H.S.G. PRICE	**$26.95**	
BONUS STAMPS	108	

Q*BERT
PARKER BROTHERS

Q*bert's mission in life is to jump around on a 3-D pyramid of squares, changing each square's color as he lands on it. It's a bad job, but someone has to do it. Colored balls appear from nowhere and bounce on his head. And then there's Coily, who hops around after Q*bert and tries to do him in.

The best tactic is to have Q*bert hitch a ride on one of the 4 floating transporters. Watch Q*bert laugh with glee as Coily leaps after him, only to fall into oblivion.

Q*bert complains a lot (great sound effects) but if he completes one pyramid, he goes on to a harder one. Could he be an existentialist? This is a great rendition of one of the most popular and endearing arcade games.

TOTAL RATING 26

CARTRIDGE		
ITEM #	1291C	
SUG. RETAIL	$44.95	
H.S.G. PRICE	**$40.45**	
BONUS STAMPS	162	

SERPENTINE
CREATIVE

Serpentine puts a new twist into the traditional maze game. You are a blue snake who eats frogs, eggs and bad orange snakes. The orange snakes can eat you too, but if you nibble off a bit from the back, you can fake them out. If they're shorter than you, you can swallow them whole from the front.

Once you're big enough, you can lay your own eggs. Protect the pretty white eggs and they will hatch into more blue snakes, giving you longer life.

Serpentine is fast but not too fast, and lots of game factors keep the action more interesting than the standard maze game. Snakes or no snakes, our evaluators loved this game and they do not speak with forked tongue.

TOTAL RATING 26

CARTRIDGE		
ITEM #	1308C	
SUG. RETAIL	$29.95	
H.S.G. PRICE	**$26.95**	
BONUS STAMPS	108	

TRIPLE PLAY
MICRO-WARE

Triple Play has three bases loaded for the word and puzzle buff. (There's also one out, which we'll get to in a minute.) You have a choice of 25 cryptograms, 25 hidden-word games and 5 crossword puzzles.

The documentation in this program is faulty. It doesn't explain that you need expanded memory (a total of 13K) to do the crossword puzzles, while the other 2 games won't load if the expanded memory is still in there.

Nonetheless, it's the best program of its kind we could find. It offers a variety of puzzles all pretty much on an intermediate level, so the whole family can work on them together.

Once you get into it, the program is friendly. Hints tell you if you're on the right track, and incorrect entries are easily deleted.

TOTAL RATING 16
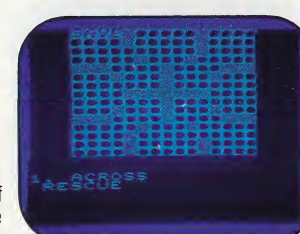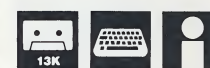
CASSETTE		
ITEM #	1299T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	**$26.95**	
BONUS STAMPS	108	

APPLE PANIC
CREATIVE

You're minding your own maze when suddenly these monster apples come after you. (Does Steve Wozniak know about this?) Don't panic. Dig a hole in the floor with your hammer. If an apple falls in, he'll get stuck. Then rush back and hammer him through the floorboards. But if you're too slow, he'll wake up and get you.

These apples go all over the maze, looking for you. They're afraid of the holes, but you can tease them closer and closer to the edge.

The challenge is to design a pattern of holes that will trap apples while allowing you to move around the maze.

Apple Panic is a good intermediate-level game that demands strategy and speed. Practice your hammer swing. The joystick is very responsive, but it does demand split-second timing.

TOTAL RATING 21

CARTRIDGE		
ITEM #	1300C	
SUG. RETAIL	$29.95	
H.S.G. PRICE	**$26.95**	
BONUS STAMPS	108	

METEOR RUN
UMI

Meteor Run is an intermediate level space game that Allison, one of our high level arcade consultants, tells us is similar to Defender.

Your spaceship is being attacked by flying saucers and meteorites. Your objective is simply to blast everything that moves. With your joystick you can move in 4 directions on the scrolling screen, but you can't fire unless your nose is pointed in the right direction. To reorient the ship you must use a function key. This can prove difficult, at first, if you're also trying to fly safely. Still, all it takes is a little practice.

What we particularly liked was the slower pace of Meteor Run, which makes it possible for younger children to play and rack up big scores.

TOTAL RATING 22
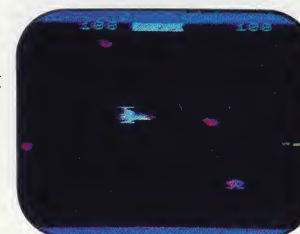
CARTRIDGE		
ITEM #	1302C	
SUG. RETAIL	$29.95	
H.S.G. PRICE	**$26.95**	
BONUS STAMPS	108	

SARGON II CHESS
COMMODORE

Maybe you're just learning to play chess and you can't find anyone to play with you. Or perhaps you're a good player and you wake up at 2 in the morning with a terrific yen to play chess, but your husband is asleep. Why, just call on your friend, Sargon. He may be powerful, but the one thing he can't do is say no.

Sargon II Chess is a plain but very powerful chess program. You may elect to play at one of 7 levels of expertise. Each higher level requires Sargon to search more deeply in his memory to compete against you. When you play a game, your level as well as Sargon's "ply" number will be displayed. The ply number refers to how many moves ahead the computer is thinking.

At beginning levels, Sargon responds to your moves almost immediately, but as the level of difficulty increases, he takes longer. At level 6, Sargon may need up to 40 minutes to make up his mind.

Sargon II Chess has an option the programmers refer to as the Kibitz option. At lower levels, this option allows Sargon to select a move for *you*. It will be a good move, though it may not be the absolute best move. (It's not clear whether Sargon will give you a move he doesn't have an answer to.) By repeatedly using the Kibitz mode, a beginner could watch the computer play against itself and thereby learn a great deal about strategy.

You can't actually save a game with Sargon II Chess, but if you copy the board positions, you can reenter them when you resume play.

The documentation provides a friendly and very informative tutorial, designed to introduce the absolute beginner to chess and to Sargon, the "ultimate opponent." Oh yes, we have been assured that the program is beatable.

CARTRIDGE	
ITEM #	1303C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 22 RATING

MULTISOUND SYNTHESIZER
BRODERBUND

Multisound Synthesizer takes an ordinary, unexpanded Vic-20 and turns it into a synthesizer. We didn't make beautiful music with it, but we certainly did make a variety of joyful noises.

The program has a 5-octave range, though if you want to play more than 2 octaves at once, you must use a function key. Function 1 allows you to pick a high, medium, or low "voice." You may vary the tonal quality of the voice by adding a vibrato, decay or background beat to it.

A second function key gives you access to all sorts of spacey arcade sounds like blast-offs, driving noises and laser shooting. These make an excellent accent to any musical composition.

Function 3 augments your tune with an automatic, variable-speed drum beat. You may choose a tango, rock, samba, funky or waltz rhythm.

You might want to instruct the program to play a tune of your own composition while you accompany it on the keyboard with something else. Please note: if you want to save a tune in memory after the computer has been turned off, you will have to use a blank cassette.

Multisound Synthesizer can be a lot of fun. With no knowledge whatsoever, you can make an incredible variety of noises. And if you practice, you'll be surprised at how much "real" music you can play on it. The documentation comes with a 15-song songbook which contains such synthesizer standards as "Mary Had a Little Lamb" and Brahms' "Lullaby."

Programmers may get a real kick out of MSS as they become aware of whole new worlds of sound available on the Vic.

CASSETTE	
ITEM #	1307 T
SUG. RETAIL	$19.95
H.S.G. PRICE	$17.95
BONUS STAMPS	72

TOTAL 23 RATING

TRASHMAN
CREATIVE

Trashman is a very playable variation of the maze-game format and should appeal to those who favor Pac Man.

Having grown disgusted with the garbage clogging up your fair city, you have decided to clean it up yourself. You must drive your truck through the twisting streets, picking up litter as you go. Giant flies hover overhead, threatening you and your truck. If you empty one of the garbage cans (energizers), the flies change color and are vulnerable to your attack.

Trashman offers several levels of difficulty which you can access without having to play through the previous ones. This is a nice feature, which should help keep the game in demand in families where there are younger and older children who like to play games.
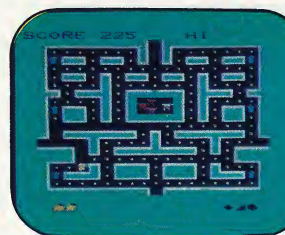
CARTRIDGE	
ITEM #	1304C
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

TOTAL 22 RATING

SUBMARINE COMMANDER
THORN EMI

Almost more of a simulation than an arcade game, Submarine Commander is designed for those who crave realistic detail and battle strategy as part of their arcade pleasure.

Your objective is to attack and destroy a convoy of enemy ships armed with shells and depth charges.

To command successfully, you will have to monitor or control 14 variables—including fuel, air supply, depth, sonar, and a close-range periscopic view. The sophisticated control panel should give you all the information needed to find and destroy the enemy. Keep in mind that although you run faster on the surface of the sea, you are more vulnerable there to attack. SC is not easy to play at first, but we feel it has much to offer the advanced player. You'll be coping with 9 levels of excruciating difficulty.
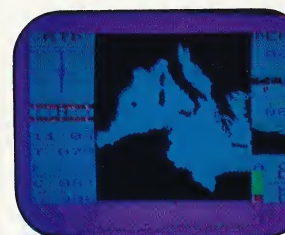
CARTRIDGE	
ITEM #	1305C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 23 RATING

DRAGONFIRE
IMAGIC

Will the endless plunder never cease? No, no, a thousand times no. So if action and challenge are what you crave, Dragonfire may be just your cup of magic brew.

Your object is to steal the dragon's treasure. To do so, you must dodge and duck his fireballs. They just don't let up.

When you clear one room, you cross the bridge to the next, where you'll find more treasures to steal, faster fireballs to dodge, and so on.

There is no final reward in this game. You just keep racking up the points until the dragon gets you—or it's time to go to bed.

CARTRIDGE	
ITEM #	1306C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 25 RATING

NUMBER-BECi
BECi

Number-BECi, along with a caring parent, can help introduce a child to the important developmental concepts of counting and identification of groups.

In the first of 5 activities, the child is taught to count "like objects," that is, objects of the same color and shape. There are never more than 12 objects on the screen at a time.

In the second activity, the child is shown objects with different colors and shapes, and is again asked to count the total number of objects on the screen.

In the next group of activities, the child learns to make basic distinctions. First, the child is shown a group of objects of mixed colors and shapes. He is asked to count the objects of the same color. For example, if there are a green triangle, a red square and a green circle, the correct answer, of course, is 2.

In the 4th section, the child is asked to count objects of similar shape, regardless of what color they are. In the final section, the child must identify and count all objects with a specific shape and color in a group of varied shapes and colors.

Parents are given 3 options for controlling the length of time each screen is displayed. If you set the program to run automatically, it will freeze the image for a moment (long enough for the child to call out the answer) and then give the answer itself and move on to the next screen. You may set your own time limit, or you may instruct the computer to wait indefinitely for the child to answer.

Number-BECi's documentation has some helpful suggestions on how parents may work with their children and the program.

TOTAL 21 RATING

CASSETTE	
ITEM #	1317T
SUG. RETAIL	$16.95
H.S.G. PRICE	**$15.25**
BONUS STAMPS	61

ADD/SUB
BECi

Large-size numbers, a friendly manner, and a variety of options make Add/Sub one of the more appealing drill/practice programs available on cassette.

Add/Sub provides drill in addition, subtraction, and decimal point problems. The material is suitable for a range of ages from preschool through 4th grade.

One-digit problems (preschool level) are presented on the screen with number-group graphics alongside them. If your child can't actually find the sum yet, he can learn how by counting the objects.

Parents may select longer problems, up to 4 digits, and problems that require that a number be carried from one column to another. When doing this type of problem, the child may request a hint. A large arrow will point to the column from which the "borrow" has been made or to which a "carry" must go.

The program allows 7 seconds to solve a problem before it gives the answer. However, parents may change the time span or instruct the computer to wait as long as it takes for the child to do the computation.

If the child inputs an incorrect number, it appears on the screen before being erased. We find this much less demoralizing than having the entire answer zapped.

Add/Sub is not very flashy, but it's flexible and long-lasting and requires no add-ons or expansions.
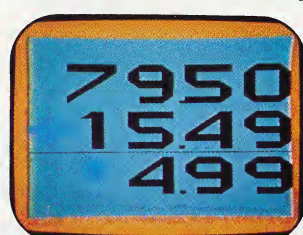
TOTAL 24 RATING

CASSETTE	
ITEM #	1319T
SUG. RETAIL	$16.95
H.S.G. PRICE	**$15.25**
BONUS STAMPS	61

SKYMATH
UMI

SkyMath uses rather simple arcade techniques to drill the student in addition and subtraction of 4-digit numbers with decimal points.

When a problem appears on the screen, the student types in the answer from right to left in the same manner students are taught to solve these problems in school. If he types in an incorrect number, his answer is blasted away, and he is asked to try to solve the problem again. If the answer is correct, the screen flashes brightly and the old problem is replaced by a new one. There is no time limit for solving the problem.

This is a straightforward program. If your objective is to let your child practice math skills in a traditional, but still entertaining, manner, SkyMath is more than adequate to the task and is a good value for the price.

You will need an extra 3K (a total of 8K) for the program to work. In order to move from addition problems to subtraction problems, you will have to reload the cassette.

TOTAL 20 RATING

CASSETTE	
ITEM #	1315T
SUG. RETAIL	$15.95
H.S.G. PRICE	**$14.35**
BONUS STAMPS	57

MULTIPLICATION INVADERS
DIVISION INVADERS
COMM*DATA

These are 2 of the better arcade-type drilling games we've seen for the unexpanded Vic-20. There's enough arcade action and sound to make any child prefer them to a workbook, and enough solid drill value to satisfy the concerned parent.

Both programs follow the same format as they help your child build speed and accuracy. Alien saucers are attacking the earth with, of all things, math problems. The child must type in the answer to the problem before it lands on his laser base and ends the game. If he gets the problem right, the screen flashes and the saucer is blown up. In each session, the child is given 2 minutes to answer as many problems as he can.

In Multiplication Invaders, there are 3 levels of difficulty, the first of which could be played by anyone who has gotten as far as 5×5 in the multiplication tables. At the highest level, the child will have to solve problems as hard as 9×20.

The Division program follows the same format and skill level breakdown, with the addition of one higher level, which builds up to such problems as $300 \div 20$. Most of these problems are the converse of the multiplication exercises, which is why the two are such good companion programs.

TOTAL 23 RATING

MULT.	CASSETTE	
ITEM #	1320T	
SUG. RETAIL	$16.95	
H.S.G. PRICE	**$15.25**	
BONUS STAMPS	61	

TOTAL 23 RATING

DIV.	CASSETTE	
ITEM #	1321T	
SUG. RETAIL	$16.95	
H.S.G. PRICE	**$15.25**	
BONUS STAMPS	61	

ALPHA-BECi
BECi

ALPHA-BECi is designed to introduce the preschooler to the letters of the alphabet and their places, relative to each other. It's a very simple and rather traditional drill and practice program. Imagine an old-fashioned ABC primer that's been made interactive.

There are 26 screens in the program. Each screen displays a large, boldly drawn letter and a picture and word that illustrate it. After the screen has been drawn, the entire alphabet appears, letter by letter, at the bottom of the screen. The featured letter is highlighted so that the child may learn its place in the alphabet.

With very young children, you might want to set the program to run automatically through the whole alphabet. During the pause after each letter is drawn, ask your child to call out the letter's name. You may also have the letters appear in random order.

In the third mode, which is interactive, a letter appears on the screen only after the child has hit the corresponding key on the keyboard. You might want to ask your child to go through the alphabet in order, or maybe hit all the letters in his/her name.

ALPHA-BECi is a plain but serviceable program; what you put into it really determines what you get out of it.

CASSETTE	
ITEM #	1318T
SUG. RETAIL	$16.95
H.S.G. PRICE	**$15.25**
BONUS STAMPS	61

FUN WITH MUSIC
EPYX

The title says it all. Fun With Music is a program that allows the user to input or compose songs in real musical notation and time, then "play" the song in a musical arcade game.

In "Create Your Own," the user literally composes a song on the music staff, one note at a time. With simple commands, the child can choose the pitch of the note, its rhythmic value, and the tempo of the piece. Once completed, the computer plays back the song exactly as he/she wrote it. (A "note" to the musically inexperienced: Don't be turned off by the technical jargon. Picking out a note is as simple as finding a number on your keyboard! Just experiment and enjoy your creations.)

Now, with your newly created song—play an arcade game. You are the drum major who must walk across a field of each and every note of your piece in the same time that the computer plays back the song. A hungry dog will eat all the notes that you miss and could eventually take a chunk out of your pants legs should you miss too many notes.

The game has 5 levels of play that get faster and faster. P.S. Watch out for crashing cymbals which can slow you down.
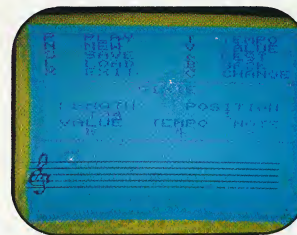
CARTRIDGE	
ITEM #	1316C
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

FUN FRACTIONS
TAYLORMADE

Fun Fractions has a tremendous range of options. It offers tutorials and drills in the addition, subtraction, multiplication and division of fractions, and that's only the elementary level. High-school level problems require all the above operations with negative as well as positive fractions.

For every operation listed, you may select an easy, medium or hard level; at each level, problems become more difficult and less time is allowed for solving them.

The screen looks like a blackboard, and the computer draws the problem on the board in a series of steps, the way a math teacher does. The computer solves the first problem and then requests the student to solve a series of problems. It's just like a test, with the teacher putting problems on the board while the students, at their desks, work them out. In fact, some of the problems with mixed fractions may very well require the student to use paper and pencil before typing in the answers. You are allowed 3 incorrect entries before the computer solves the problem. When the answer is correct, a little parachutist takes off from the top of the blackboard and lands safely at the bottom.

In the final section of the program, students are asked to solve problems without seeing the computer solve them first.

Fun Fractions isn't exactly great, roll-

CASSETTE	
ITEM #	1322T
SUG. RETAIL	$19.95
H.S.G. PRICE	**$17.95**
BONUS STAMPS	72

ing-in-the-aisles fun, but it does provide excellent drill and practice, with a range that's wide enough to suit almost any student. The documentation suggests that the program is good for ages 9 through 15, and that's probably fairly accurate, though the child certainly should have some familiarity with fractions before beginning. You will need an 8K expansion board to use the program.

ELECTRONIC PARTY
SCHOLASTIC WIZWARE

Electronic Party contains 2 delightful interactivities for young children. Scholastic suggests that they'd be big hits at a party, but there's no reason to limit the program to parties.

In part 1, you use the computer to make a card or computer poster. The child directs Bertha the Bear into various rooms, where she retrieves numbers, letters, and fun objects like balloons, hats, cakes, and candles. She brings them back to the card room, where the child arranges them into anything he/she wants. As if that isn't enough, you can also take Bertha into the shape room, where she can draw any shape you want and paint it one of 8 bright colors. Making a card with Bertha is an easy and wonderful way to introduce children to computers. The kids we know really seemed to enjoy getting together and planning the card. Of course, you can save their brilliant creations on a cassette, and won't it be nice to be able to see your refrigerator again?

Part 2 is a game that plays well with either one child or teams of kids at a party.

Bertha enters a maze, where she must run from honey bees and chase after a great surprise. When she catches and unwraps it, she'll find a fun activity for the kids to act out. It could be rubbing your

CASSETTE	
ITEM #	1313T
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

tummy and patting your head or trying to touch your tongue to your nose. Kids can type in their own surprises.

EP provides a lot of fun at a reasonable price. And while it's not educational in the traditional sense, it does show the concepts of input and response in a way that the kids will really enjoy. You may never have to referee a three-legged race again.

KNOW YOUR VIC-20
SCHOLASTIC WIZWARE

Know Your Vic-20 is a family-oriented program designed to introduce you to your new computer and some of the things you can do with it.

The program offers sections on the keyboard, graphics, sound, and some simple programming. There is no need for documentation, since all instructions on using the program are on the program itself. A 16-page book of sample activities for you and Vic is included.

This is one of the more appealing and accessible computer tutorials we've seen. It's a perfect introduction for the computer-phobe hiding in your closet.

But—please be patient. Since so much information is on the cassette, the program is slow in operation. Bonus: because some users have had trouble with cassettes, this program is recorded on both sides of the cassette.

TOTAL 23 RATING

CASSETTE		
ITEM #	1314T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

TURTLE TRACKS
SCHOLASTIC WIZWARE

We're very excited about Logo.

Logo is a computer language originally developed as a tool in artificial intelligence research. But because of its simple structure, it is now being used as an introductory language for students, before they go on to learn more difficult languages like Basic, Pascal and Fortran.

Turtle Tracks is a beginner's Logo package, designed to introduce youngsters to the principles of programming.

You use a computer-generated critter, the Turtle, to draw all kinds of shapes and pictures. You can make sound sequences and even write rock songs. This all sounds like a lot of fun, and it is—but while you learn how to control the Turtle and make the electronic noise, you are really learning the basic concepts of computer programming. The child develops his/her ability to think in precise, sequential, and logical terms, which is a prerequisite for learning higher-level languages.

Though Logo is a relatively new element in the world of personal computers, many experts and educators think that because of its remarkable ease of use, it will replace Basic as the introductory language for children.

As might be expected from a company with as solid an educational reputation as Scholastic, the documentation for Turtle Tracks is excellent.

TOTAL 24 RATING

CASSETTE		
ITEM #	1311T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

COCO 2
HES

OK, so you know a little Basic. Would you like to create and play your own arcade game? If the answer is yes, then Coco 2 is for you.

Coco 2 is a simple, menu-driven program that you use with a clear, step-by-step guide to create your own arcade game. You set the game strategy, you draw the symbols and you set the scoring levels. While you're having fun using Coco 2 to create your own arcade game, you are also learning some of the techniques of computer graphics and animation.

We look at Coco 2 as something like a vacation from school. You've been working hard at learning programming; now you'd like to take a break and do a little something that's fun with what you've learned, before it's back to mnemonic coding and binary conversion, not to mention recursive structures.

This package contains both a Disk and a Cassette.
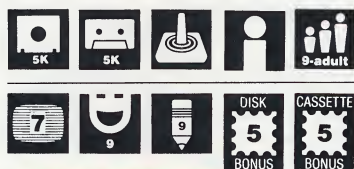
TOTAL 25 RATING

	DISK	CASSETTE
ITEM #	1392D	1391T
SUG. RETAIL	$29.95	$29.95
H.S.G. PRICE	$26.95	$26.95
BONUS STAMPS	108	108

TYPE ATTACK
SIRIUS

Type Attack doesn't take all the work out of learning to type, but there is no doubt that it makes it more enjoyable.

Letters come out of the sky and threaten you with destruction. You can repel their attack with your laser beam by typing those same letters on your keyboard. Type incorrectly and you lose points. A round of the game is over when all the words or letters have been typed correctly. You will then be given a words-per-minute rating.

The program is modeled after traditional typing manuals and includes 15 lessons. You gradually progress from mastery of home-row keys to the typing of long words drawn from all the rows on the keyboard. As you improve, you may want to increase the speed at which you're asked to type. You may also want to add your own personal list of practice words to the program. The documentation shows you clearly how this can be done.

Type Attack is a pleasant way to learn how to type or to improve the typing skills you may already have. Though the program has a solid educational foundation, it emphasizes the game, thus taking much of the agony out of drill and practice learning.

TOTAL 25 RATING

CARTRIDGE		
ITEM #	1310C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

QUICK BROWN FOX
QUICK BROWN FOX

Quick Brown Fox is the best, most powerful word processing program we've seen for the Vic-20. It has many of the features that would qualify it as a basic professional word processor: tabs, proportional spacing, global underlining, and search and replace functions. You can even use it with a modem to send text over the phone. These are truly phenomenal accomplishments for a program designed to work on a 5K machine. That's the good news.

The bad news is that there is a cumbersome side to QBF that will take some getting used to. The program is not what is called "screen oriented." What you see on the screen is not necessarily what you will see when you print hard copy. The results of your formatting commands will show only after you've printed. This means that until you've become familiar with the program, you will have to print drafts of your text to see if the results fit your specifications.

Another clumsy feature: when editing, you have to move the designated line out of the text to the bottom of the screen for revision.

Documentation for QBF is very complete, but it does tend to ramble. There is no way around the fact that time and effort are required before you will be fluent in the program's many applications. Nonetheless, we feel that some complexity and awkwardness are a small price to

CARTRIDGE	
ITEM #	1325C
SUG. RETAIL	$69.95
H.S.G. PRICE	$62.95
BONUS STAMPS	252

pay when you consider the wide range of features available in Quick Brown Fox at a very reasonable price.

You may find, as you process more and more text, that your cassette storage system is not particularly efficient. However, because QBF is on cartridge, you may maintain the program if you decide to upgrade to a disk storage system.

A Commodore-compatible printer is rquired to get hard copy of your text.

DATA BASE MANAGER
MICRO SPEC

Data Base Manager is a simple record-keeping system. Use it essentially the way you would use a file card holder. If you are not sure what a data base is, or how you might use it, please refer to the last page of this Buyer's Guide.

The disk version, which will total columns of numbers, allows for approximately 800 records, 9 fields per record, and 22 characters per field. Standard editing functions allow you to easily add and delete information that's on the records. You may search the file to the depth of one field.

The cassette version holds approximately 100 records. Field and character designations are identical to those of the disk version.

The documentation for the program is more than adequate, but we've found the best way to learn how to use a program like this one is just to start using it. In the home, you might consider using Data Base Manager for recipe or mailing-list storage, tool inventorying, or book, record, or tape cataloguing.

Use Data Base Manager with a Vic-1525 printer or any parallel printer.
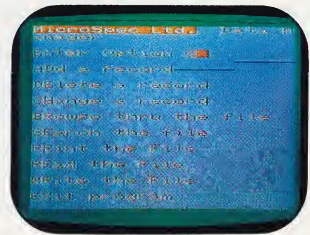
	DISK	CASSETTE
ITEM #	1329D	1328T
SUG. RETAIL	$59.95	$19.95
H.S.G. PRICE	$53.95	$17.95
BONUS STAMPS	216	72

HOUSEHOLD FINANCE
CREATIVE

Household Finance is a simple household/personal finance program that helps you keep track of income and expenses, compare them to a monthly budget, produce graphs to show differences, and keep track of all tax-deductible expenses.

This 4-part program is not sophisticated enough for business records or complex finances, but it might be ideal to keep track of average household expenses.

The first part of the program is essentially the data base you will use in the other 3 parts. Enter up to 40 items of income or expenses in 16 pre-set categories (auto, rent, clothing, etc.), enter the data, amount, a brief description, and whether the expense was tax-deductible.

Part 2 uses the above data to make simple, easy-to-read graphs of expenses and/or income in a given category.

In part 3, you set up a monthly budget by category. Comparing the budget to the actual expenses in each category will help you see where you might have to make changes.

The 4th section will sort out all entries you have flagged as tax-deductible, which can save hours of wading through receipt-filled shoe boxes, come tax time. With a Commodore printer, you may run reports on expenses in any given category.

Household Finance is no substitute for an accountant, if you need one. It is,
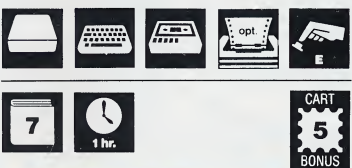
CARTRIDGE	
ITEM #	1327C
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

however, a very useful record-keeping tool for the individual or family with limited financial transactions. Even a family with complicated finances might find the program useful just for keeping track of household expenses. We particularly liked the graph functions, which allow one to get a clear overview of spending patterns in a way one can't get from a list of raw numbers. Your data can be stored on either a Cassette or Disk.

KNOW YOUR OWN PERSONALITY
COMMODORE

Sometimes it seems that of all the mysteries of the universe—quasars, DNA, the Sphinx—you and your personality are the hardest to understand. You could spend a lifetime with yourself and know less about you than you'll know about Malaysia after 10 minutes with a travel agent.

If you're interested in learning more about yourself, getting a bit of perspective on an elusive subject, you may find this program intriguing.

The program consists of 3 personality tests. Each covers a separate area and each consists of 150 questions. The 3 categories are: extroversion/introversion, emotional stability/adjustment, and tough/tender-mindedness. The questions are clearly worded and easy to understand. Here is a sample: "Are you happiest when you get involved in a project that calls for rapid action?"

Each major category is then broken down into 4 or 5 sub-categories such as self-esteem, happiness, anxiety, and autonomy. After you have answered the questions, your position in each sub-category is charted on a bar graph. The graph makes no value judgment. It merely rates the intensity of your feeling against a center, or zero, position.

Know Your Own Personality was derived from a book of the same name by Professor Hans Eysenck and Dr. Glenn Wilson. They have contributed an intro-
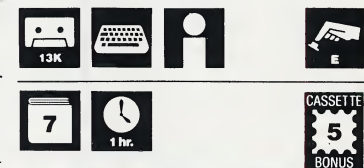
CASSETTE	
ITEM #	1330T
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

ductory essay to the documentation.

The program is not designed to solve your problems or pass judgment on your worth. It is hoped that the program will help unlock secrets you may keep even from yourself about your own personality characteristics—and how they affect both your attitude toward yourself and your relationships with others.

RANDOM ACCESSORIES AND COMPUTER COMPANIONS

A. COMPUTER CADDY A great way to keep pens, pencils, scissors, note pads and your favorite photo close at hand!
#1331M $10.95

B. 1984 DAILY CALENDAR defines computer terms, improving your computer literacy, one day at a time! 5" square with stand-up wire easel.
#1332M $5.95

C. SIX OUTLET SURGE SUPPRESSOR STRIP protects against electrical overload and short circuits while providing 6 easy access outlets on a 6" extension cord. Three pronged with on/off switch, current indicator light, circuit breaker, and easy mount hardware.
#1333M $47.95

D. SINGLE SURGE PROTECTOR UNIT safely screens erratic electrical power, protecting whatever appliance is plugged in to it! Even protects multiple outlet strips without surge protection!
#1334M $29.95

E. 16K MEMORY EXPANSION CARTRIDGE by Cardco, Inc., for the VIC-20 broadens the potential of your computer.
#1340P.......................... $79.95

F. HESCARD 20™ by HesWare™ is a terrific expansion board for the VIC-20, featuring five switchable slots for various cartridge software and memory expansion cartridges. Now you no longer need to constantly pull out and exchange game cartridges!
#1341P.......................... $49.95
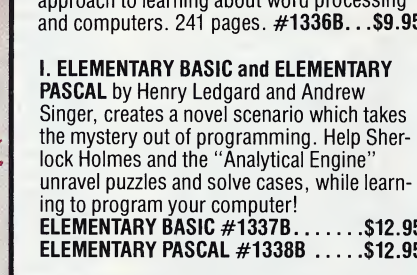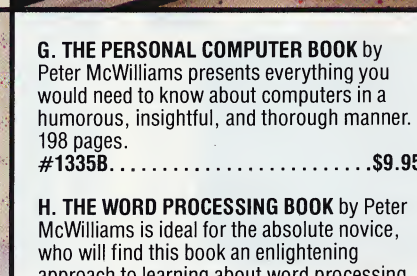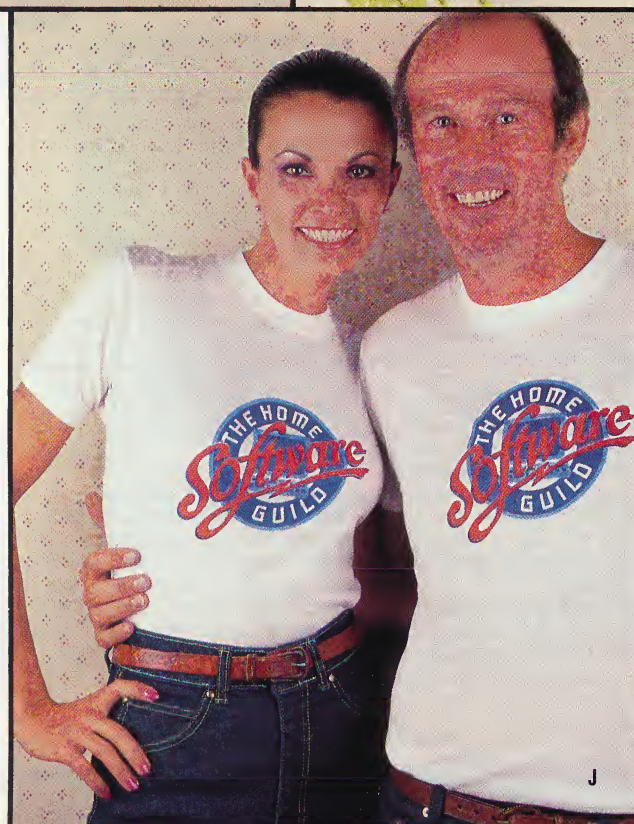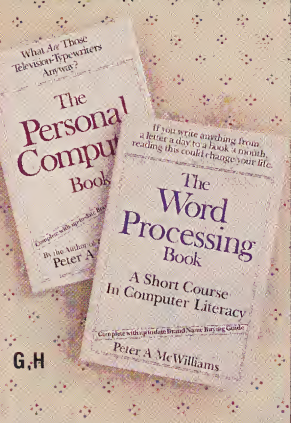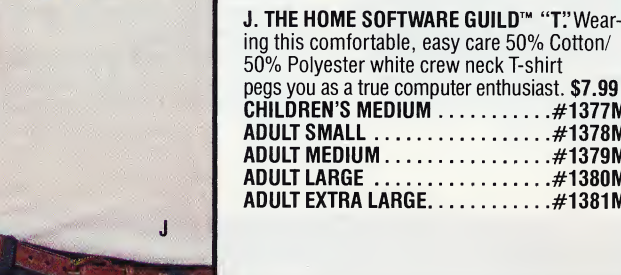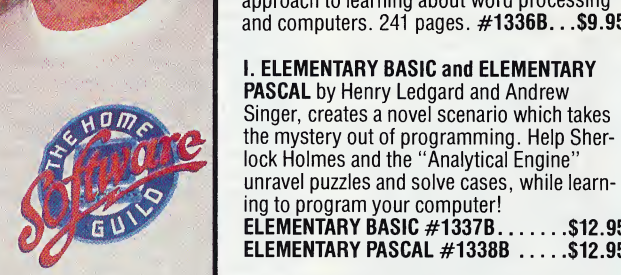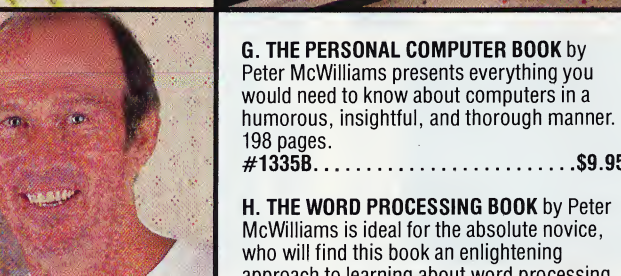
G. THE PERSONAL COMPUTER BOOK by Peter McWilliams presents everything you would need to know about computers in a humorous, insightful, and thorough manner. 198 pages.
#1335B........................ $9.95

H. THE WORD PROCESSING BOOK by Peter McWilliams is ideal for the absolute novice, who will find this book an enlightening approach to learning about word processing and computers. 241 pages. #1336B... $9.95

I. ELEMENTARY BASIC and ELEMENTARY PASCAL by Henry Ledgard and Andrew Singer, creates a novel scenario which takes the mystery out of programming. Help Sherlock Holmes and the "Analytical Engine" unravel puzzles and solve cases, while learning to program your computer!
ELEMENTARY BASIC #1337B....... $12.95
ELEMENTARY PASCAL #1338B $12.95

J. THE HOME SOFTWARE GUILD™ "T." Wearing this comfortable, easy care 50% Cotton/50% Polyester white crew neck T-shirt pegs you as a true computer enthusiast. $7.99
CHILDREN'S MEDIUM .... #1377M
ADULT SMALL .... #1378M
ADULT MEDIUM .... #1379M
ADULT LARGE .... #1380M
ADULT EXTRA LARGE........... #1381M

K. THE ATARI 400 KEYBOARD by Inhome Software Inc.® converts your computer to a full stroke typewriter keyboard, making it more fun and easier to type!
#1342P....................... $59.95

L. Keep THE HOME SOFTWARE GUILD™ STEIN near your computer, filled with 15 ounces of your favorite beverage! Dishwasher safe.
#1363M $5.99

2

O R D E R   F O R M

THE HOME Software GUILD™

ORDERED BY

For prompt service, use peel-off address label from back cover whether or not address is correct. If incorrect, or if label is missing, fill in correct address below.

PLEASE PRINT. We must have street address for UPS delivery.

NAME ☐ MR. ☐ MRS. ☐ MISS

STREET ADDRESS   APT. #

CITY   STATE   ZIP

DATE OF ORDER ___ / ___ / ___   DAYTIME TELEPHONE (___) ___

PAYMENT

☐ MY CHECK IS ENCLOSED. (No cash orders, please)
(Please make check payable to The Home Software Guild)
BILL TO MY   ☐ MASTERCARD   ☐ VISA   ☐ AMERICAN EXPRESS
CREDIT CARD:

ACCOUNT # | | | | | | | | | | | | | | | | | EXPIRATION DATE
Mo. | Yr.

NAME OF ISSUING BANK OR INSTITUTION (MasterCard and Visa holders only):

NOTE: This is for your protection against credit card fraud.

SIGNATURE
(Signature is necessary for all credit card purchases.)

(We'll call only if there are problems or questions about your order.)

*SHIP TO CODE	QTY		ITEM #	PAGE #	ITEM DESCRIPTION	PRICE EACH	TOTAL
		G					
		G					
		G					
		G					
		G					
		G					
		G					
		G					

SHIPPING, HANDLING & INSURANCE

If your order totals:	Add:
$ 0.00 to $14.99	$2.00
$15.00 to $29.99	$2.75
$30.00 to $49.99	$4.00
$50.00 to $74.99	$5.50
$75.00 and over	$6.95

This does not include air or next-day delivery service. Next day delivery service is available for an extra charge when ordering by phone.

Charges are based on the subtotal amount of your order. We ship UPS whenever possible, except to Alaska and Hawaii. For timely delivery, we suggest that all shipments to AK, HI, AFO/FPO and military bases be shipped via air. For air shipment, please add $5.00 to your shipping and handling charge (see chart above).

SUBTOTAL	
SALES TAX (NY State residents add appropriate sales tax.)	
SHIPPING, HANDLING & INSURANCE (see chart at left)	
AIR SHIPMENT SURCHARGE	
ADDITIONAL ADDRESS CHARGE	
TOTAL	

*SHIP TO

For shipments to *more* than one address, please add $1.50 for each additional address. We will automatically ship items to YOUR address, unless you specify other address(es) below, and print the appropriate code letter (**A** or **B** or **C**) in the "Ship To" column next to the item.

A	B	C
NAME ☐ MR. ☐ MRS. ☐ MISS	NAME ☐ MR. ☐ MRS. ☐ MISS	NAME ☐ MR. ☐ MRS. ☐ MISS
ADDRESS APT. #	ADDRESS APT. #	ADDRESS APT. #
CITY	CITY	CITY
STATE ZIP	STATE ZIP	STATE ZIP
GIFT MESSAGE	GIFT MESSAGE	GIFT MESSAGE

BONUS STAMP BOOK G1382M   ☐ Check here if you'd like us to send you a free Bonus Stamp Book.

MEMBER — DIRECT MARKETING ASSOCIATION

OUR GUARANTEE

If any item you purchase through The Home Software Guild™ fails to function properly, you may return it in its original package within 30 days for prompt replacement (please enclose proof of purchase). Sorry, no cash refunds.

On rare occasions, the price of a program will change after our Buyer's Guide has gone to press. Before shipping any product with a price change, you will be notified.

TELL A FRIEND ABOUT THE HOME SOFTWARE GUILD™

We will mail a FREE Buyer's Guide to the friend you list below with no obligation of any kind:

FRIEND'S NAME   ☐ MR.   ☐ MRS.   ☐ MISS

ADDRESS   APT #

CITY   STATE   ZIP

▼ **Fold and Tear on Dotted Line Before Mailing and Enclose in Envelope.**

THE HOME SOFTWARE GUILD™
P.O. BOX 2031
Nashua, NH 03061-2031

PLACE STAMP HERE

33

O R D E R   F O R M

THE HOME Software GUILD ™

ORDERED BY

For prompt service, use peel-off address label from back cover whether or not address is correct. If incorrect, or if label is missing, fill in correct address below.

PLEASE PRINT. We must have street address for UPS delivery.

NAME ☐ MR. ☐ MRS. ☐ MISS

STREET ADDRESS   APT. #

CITY   STATE   ZIP

DATE OF ORDER   /   /

DAYTIME TELEPHONE (   )

PAYMENT

☐ MY CHECK IS ENCLOSED. (No cash orders, please)
(Please make check payable to The Home Software Guild)

BILL TO MY ☐ MASTERCARD ☐ VISA ☐ AMERICAN EXPRESS
CREDIT CARD:

ACCOUNT #

EXPIRATION DATE
Mo.   Yr.

NAME OF ISSUING BANK OR INSTITUTION (MasterCard and Visa holders only):

NOTE: This is for your protection against credit card fraud.

SIGNATURE

(Signature is necessary for all credit card purchases.)

(We'll call only if there are problems or questions about your order.)

*SHIP TO CODE	QTY		ITEM #	PAGE #	ITEM DESCRIPTION	PRICE EACH	TOTAL
		G					
		G					
		G					
		G					
		G					
		G					
		G					
		G					

SHIPPING, HANDLING & INSURANCE

If your order totals:	Add:
$ 0.00 to $14.99	$2.00
$15.00 to $29.99	$2.75
$30.00 to $49.99	$4.00
$50.00 to $74.99	$5.50
$75.00 and over	$6.95

This does not include air or next-day delivery service. Next day delivery service is available for an extra charge when ordering by phone.

Charges are based on the subtotal amount of your order. We ship UPS whenever possible, except to Alaska and Hawaii. For timely delivery, we suggest that all shipments to AK, HI, AFO/FPO and military bases be shipped via air. For air shipment, please add $5.00 to your shipping and handling charge (see chart above).

SUBTOTAL	
SALES TAX (NY State residents add appropriate sales tax.)	
SHIPPING, HANDLING & INSURANCE (see chart at left)	
AIR SHIPMENT SURCHARGE	
ADDITIONAL ADDRESS CHARGE	
TOTAL	

*SHIP TO

For shipments to *more* than one address, please add $1.50 for each additional address. We will automatically ship items to YOUR address, unless you specify other address(es) below, and print the appropriate code letter (**A** or **B** or **C**) in the "Ship To" column next to the item.

A	B	C
NAME ☐ MR. ☐ MRS. ☐ MISS	NAME ☐ MR. ☐ MRS. ☐ MISS	NAME ☐ MR. ☐ MRS. ☐ MISS
ADDRESS APT. #	ADDRESS APT. #	ADDRESS APT. #
CITY	CITY	CITY
STATE ZIP	STATE ZIP	STATE ZIP
GIFT MESSAGE	GIFT MESSAGE	GIFT MESSAGE

BONUS STAMP BOOK G1382M ☐ Check here if you'd like us to send you a free Bonus Stamp Book.

MEMBER
DIRECT MARKETING ASSOCIATION

OUR GUARANTEE

If any item you purchase through The Home Software Guild ™ fails to function properly, you may return it in its original package within 30 days for prompt replacement (please enclose proof of purchase). Sorry, no cash refunds. On rare occasions, the price of a program will change after our Buyer's Guide has gone to press. Before shipping any product with a price change, you will be notified.

DID YOU REMEMBER TO:

▶ Enclose your order form?

▶ Enclose your check or for credit card orders include your credit card number and signature?

▶ Place stamp where indicated?

INFORMATION YOU MAY WANT TO KNOW ABOUT US

▲ **Does the Guild guarantee its products?**
All items purchased from The Home Software Guild™ are guaranteed to operate properly. If any item is defective, you may return it in its original condition and package within 30 days (enclosing proof of purchase), for prompt replacement.

▲ **How long will it take for delivery?**
We keep a large inventory in our warehouse so almost every order can be shipped within 48 hours. Next day delivery service is available for an extra charge on telephone orders.

▲ **Does The Home Software Guild™ offer telephone specials?**
After you place your order, your operator will tell you about our telephone specials—truly outstanding values. So it's well worth ordering just to find out what these specials are.

▲ **What if I have questions about my order?**
For questions regarding your order, please call our Customer Service Department, 603-882-1455 weekdays—between the hours of 8:00 A.M. and 5:00 P.M. Eastern time. If you ever have any questions or problems that can't be answered by our customer service representative,—or if you have any suggestions, please write to us.

We guarantee you'll be heard.

> The Home Software Guild™
> P.O. Box 2031
> Nashua, New Hampshire
> 03061-2031

▲ **How do I get manufacturer's warranties if I want them?**
A free copy of The Home Software Guild's written warranty, and, where applicable, the manufacturer's written warranty is available upon request prior to purchase by writing to the address listed above. Please supply the name of the product, page and product number for which you are requesting warranty information.

▲ **What's a Mailing List Option?**
Occasionally we make our customer list available to carefully screened companies offering products and services we feel might be of interest to you. If you prefer not to receive such mailings, please let us know. Copy your mailing label exactly (including all numbers) and send to:

> The Home Software Guild™
> Mail Preference Department
> P.O. Box 2031
> Nashua, New Hampshire
> 03061-2031
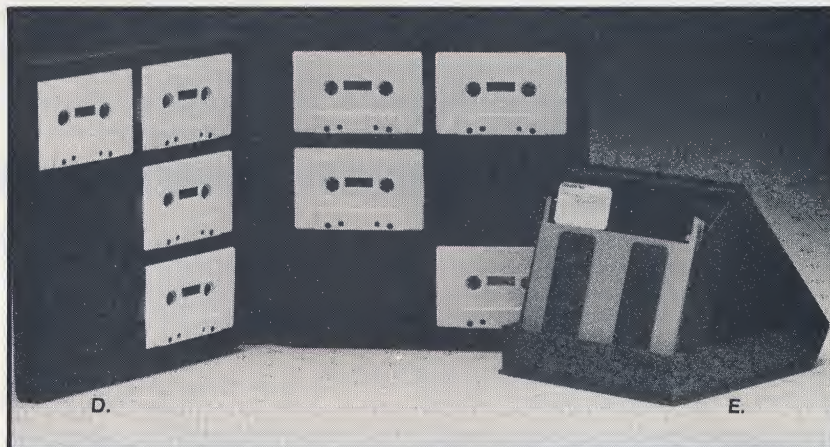
D. E.

D. CASSETTE STORAGE CASE. 12 computer cassettes fit snugly in this handy blue case, which closes securely for maximum protection.
#1395M $5.95

E. DISKETTE STORAGE CASE organizes and protects 10 5¼" floppy disks, in a handy strong red plastic case. The fold out easel enables quick referencing and filing.
#1394M $4.95

G. H.

G. 5¼"CLEANING DISKETTE, is a simple and inexpensive way to clean the heads in your disk drive, while helping to prolong the life of your floppy diskettes!
#1406M $10.99

H. CLEANING CASSETTE is a quick and easy tool for insuring trouble-free use of your cassette drive.
#1407M $4.98

F. ANTISTAT™ anti static spray helps eliminate static electricity that can disrupt the use of your computer, printer and floppy disk media. Sixteen ounce bottle.
#1408M $6.95
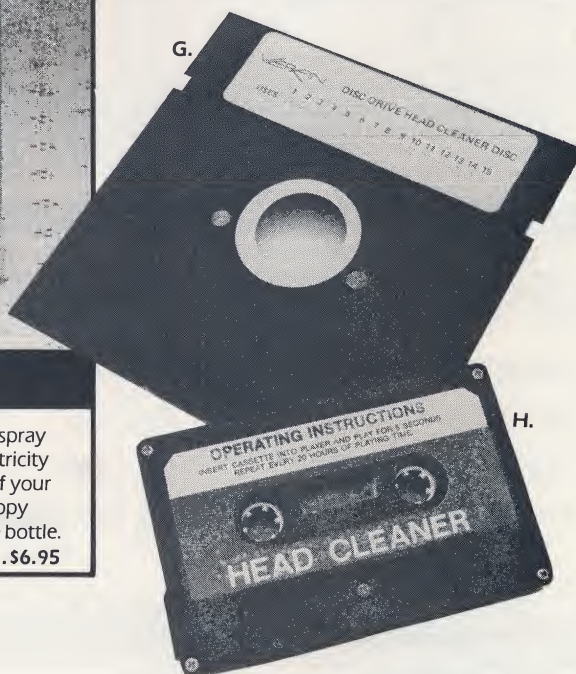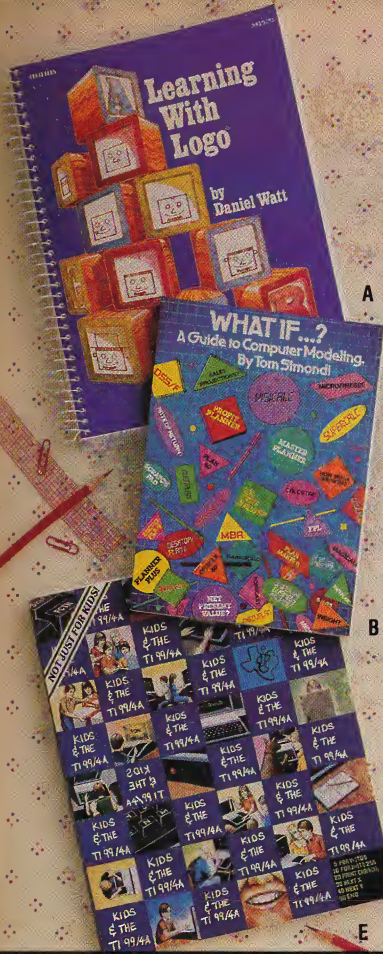
A. LEARNING WITH LOGO by Daniel Watt is an excellent tool for learning how to program in this simple, yet powerful language. **#1348B** **$19.95**

B. WHAT IF…? by Tom Simondi is a guide to computer modeling/spreadsheet programs, preparing the reader to make valuable, productive, financial decisions. Ideal for anyone from beginner to advanced who would like to take command of the tremendous power of spreadsheet programs. 250 pages. **#1349B** **$19.95**

C. MAXELL® 5¼″ FLOPPY DISKETTES, nothing but the "Gold Standard" for storage accuracy, reliability and confidence. SOFT-SECTOR/*SINGLE* SIDED/SINGLE OR DOUBLE DENSITY: **TEN PACK #1344M** **$51.90**

SOFT SECTOR/*DOUBLE* SIDED/DOUBLE DENSITY: **TEN PACK #1346M** **$74.00**

D. MAXELL® 15 MINUTE COMPUTER DATA CASSETTE ideal for program storage and reliability for the Atari, Commodore, Texas Instruments Home Computers. **#1347M** **$3.40**

E. KIDS AND *(YOUR COMPUTER)* SERIES by Edward H. Carlson is written primarily for 10 to 14 year olds, as well as their parents and teachers. Through a series of easy to follow examples and exercises readers of these popular books have the opportunity to program and play their own creations!

KIDS AND THE APPLE #1354B	$19.95
KIDS AND THE ATARI #1355B	$19.95
KIDS AND THE COMMODORE 64 #1356B	$19.95
KIDS AND THE TI 99/4A #1357B	$19.95
KIDS AND THE VIC #1358B	$19.95

F. FLIP 'N' FILES™ by Innovative Concepts, Inc. These convenient smoke colored plastic storage containers protect and organize. **CASSETTE 'N' CARTRIDGE FILE**, 18 sections to hold computer data cassettes, audio cassettes, Texas Instruments, Atari, Intellivision, Colecovision, and Odyssey² cartridges. **#1359M** . . . . **$29.95** **THE 5¼″ FLOPPY DISK FILE** holds 50 diskettes, includes five index dividers. **#1360M** **$29.95**

G. PERFECT DATA™ MICRO MAINTENANCE KIT, by Innovative Computer Products, takes good care of your hardware. COMPLETE MICRO MAINTENANCE KIT includes: 5¼″ head cleaning diskette, 4 oz. head cleaning solution, 4 oz. anti-static spray solution, 4 oz. video display cleaner, 1 type font brush, 10 flexible cleaning wands, sixteen monitor cleaning cloths, 50 lint-free cleaning cloths. **#1361M** **$39.95**

STURDY WICO® JOYSTICKS AND TRACKBALLS

APPLE OWNERS…
H. NEW APPLE ANALOG JOYSTICK (Available only in beige with tan color) **#1364P** **$49.95**

I. FAMOUS REDBALL JOYSTICK* #1366P . . . **$34.95**

J. COMMAND CONTROL JOYSTICK* #1368P **$29.95**

K. NEW POWER GRIP JOYSTICK* #1369P . . **$29.95**

*FAMOUS REDBALL JOYSTICK, COMMAND CONTROL JOYSTICK and NEW POWER GRIP JOYSTICK require Apple adapter **#1367P** (not shown) **$21.95**

ATARI, COMMODORE 64 and VIC 20 OWNERS…
L. FAMOUS REDBALL JOYSTICK #1366P . . . **$34.95**

M. COMMAND CONTROL JOYSTICK #1368P . **$29.95**

N. NEW POWER GRIP JOYSTICK #1369P . . . **$29.95**

O. WICO COMMAND CONTROL TRACKBALL #1370P **$49.95**

P. 12 FOOT EXTENSION CORD furthers your joystick's reach. **#1371P** (not shown) **$9.95**

TEXAS INSTRUMENTS OWNERS…
Q. FAMOUS REDBALL JOYSTICK* #1366P . . **$34.95**

R. COMMAND CONTROL JOYSTICK* #1368P **$29.95**

S. NEW POWER GRIP JOYSTICK* #1369P . . **$29.95**

T. TEXAS INSTRUMENTS COMMAND CONTROL TRACKBALL #1376P **$49.95**

*FAMOUS REDBALL JOYSTICK, COMMAND CONTROL JOYSTICK, NEW POWER GRIP JOYSTICK require WICO Texas Instruments adapter **#1375P** (not shown) **$12.95**

APPLE

THE KOALAPAD TOUCH TABLET WITH THE MICRO ILLUSTRATOR
KOALA TECHNOLOGIES

The KoalaPad may just be the ultimate interactive toy for children and adults of the computer age. It's entertaining, it's artistic, it's non-violent, and it has only one moving part–your finger.

Specifically, The KoalaPad is a graphics tablet that hooks into your joystick port. The KoalaPad comes with The Micro Illustrator, a terrific graphics program that allows you to draw a virtually unlimited number of patterns, designs and drawings. Imagine, if you will, a super-sophisticated version of the popular kid's toy, "Etch a Sketch."

A finger, or the stylus, on The Koala-Pad allows the user to move the cursor on the palette. The palette is, essentially, a picture menu of all the graphics options open to you.

You may choose to draw freehand or with any of 9 different brush strokes: fat, thin, doubleline, etc. Make perfect circles, squares, rectangles; make lines that radiate from one point; fill in outlines with a single touch. You may also magnify your drawings up to 7 times their original size. It can all seem rather magical.

Of course, you can erase your drawing and start over, or–if it's a masterpiece–you might save it on disk. Later, if you decide it's not quite a finished masterpiece, you can put it back on the screen and rework it.

Our only reservation is the color range, which the serious artist or ambitious doodler might eventually find frustrating. You get 3 shades and assorted patterns of each of the 4 colors–blue, green, purple, and orange–and that's it.

We realize The KoalaPad is expensive. What you are buying here are the amazing interactive capabilities of the graphics tablet. Koala plans to introduce new programs for the pad like Spider Eater, a music-playing program; and Spellicopter, an educational game at traditional, reasonable software prices.

DISK		
ITEM #	1031D	
SUG. RETAIL	$124.95	
H.S.G. PRICE	$112.45	
BONUS STAMPS	450	

MASTERTYPE
LIGHTNING

MasterType is one of those programs that make you wonder how you ever got on without computers. Through a miracle of technology, something as odious as learning to type is transformed into something that's as much fun as Space Invaders. Whether you're learning to type for the first time or wish to improve existing skills, we think you'll find MasterType effective, educational, and, though it borders on heresy to say so, great fun.

Your spaceship, located center screen, battles aliens, who represent letters or words on your practice list. Type the letter or word correctly and the enemy is destroyed. Fail too many times, you're blown up.

The 18-lesson course is laid out like more traditional typing courses. You begin on home row. Gradually you learn to use each row in building longer and longer words. Finally you will be typing 9-letter words while using numbers and shift symbols from every part of the keyboard. Each lesson has a practice list you must battle in "typerspace". Your score is computed in words-per-minute. Each succeeding wave of aliens demands that you type faster.

You may begin the program at any level you wish and you can control the speed at which you are asked to type (5-200 words-per-minute). Many people find they have specialized typing needs; in that case, you may program the computer with your own list of practice words.

MasterType is well planned and efficient–a *superb* example of how a good program can make drill and practice fun without sacrificing educational value.

DISK		
ITEM #	1034D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

THE HOME ACCOUNTANT
CONTINENTAL

The Home Accountant offers the finest combination of power, sophistication, and ease of use we have yet seen in a home finance program.

Though almost anyone could find the program useful, it was designed to accommodate the individual or family whose finances are of more than average complexity. The program recognizes 5 major budget categories: assets, liabilities, income (allows several), credit cards, and expenses.

Within these broadly defined groups, it allows you to designate up to 100 of your own budget categories. Use the program to keep track of cash expenses, bills, up to 5 checking accounts, mortgage payments, and an IRA account–just to name a few possibilities. The program allows 5 pre-planned automatic payments per bank account, and will do the math needed to reconcile your statement.

For more detailed record-keeping, you may split checks over separate categories, and flag entries for tax purposes.

You may use the program to generate monthly or year-to-date reports on activity in any given category, as well as budget/actual comparisons, comprehensive balance sheets, and net-worth statements. You may illustrate the above reports with bar, line, or trend-analysis graphs.

You are permitted 1,000 entries per disk. Multiple disks theoretically allow an unlimited number of transactions per year. However, when designing your system, keep in mind that the program can only sum up data from one disk at a time.

We particularly like the way this program allows the amateur to use professional techniques to get a clear overview of his/her financial situation.

You may print reports with any parallel or serial printer.

DISK		
ITEM #	1053D	
SUG. RETAIL	$74.95	
H.S.G. PRICE	$67.45	
BONUS STAMPS	270	

ENTERTAINMENT

▼

JENNY OF THE PRAIRIE: *A challenging adventure game designed for girls. Is plucky young Jenny resourceful enough to survive the harsh prairie winter? (The trail begins on page 36)*

▼

JURY TRIAL: *Great for 2 or a party. Budding Perry Mason's set up their own courtroom drama, pick the crime, and argue the case. Do everything but collect fees. (All rise and turn to page 38)*

▼

THE WITNESS: *Scandal, intrigue, sordid lies and twisted alibis. You're the private eye in this electronic whodunit set in the 1930's Hollywood. (The newest from Infocom on page 37)*

EDUCATION

▼

CYBERLOGO TURTLE: *A wonderful and innovative way to teach your children the principles of programming while they draw, make sounds, even compose songs. (Learn more about the fascinating language, Logo, on page 44)*

▼

COMPUTER SAT: *Provides first rate drill on SAT topics as well as teaching test taking techniques.(Help your child go to the college of his choice by turning to page 44.)*

▼

ALL ABOUT WHAT YOU READ: *Teaches your child to approach a test methodically and get much more out of reading. It's like having an English teacher on disk. (Page 42)*

HOME MANAGEMENT/ INFORMATION

▼

THE EINSTEIN MEMORY TRAINER: *The program that can help everyone in the family have a memory like steel instead of cellophane. (Don't forget to turn to page 46)*

▼

SENSIBLE SPELLER: *Spell words you only read about in books. Over 80,000 words and the ability to add 10,000 more of your own make this one of the most powerful spell checkers on the market. (Look it up on page 46)*

▼

ROAD SEARCH: *Helps figure out mileage, driving time and the shortest route to almost anywhere in the USA.(Get into gear on page 47)*

WIZARDRY I
KNIGHT OF DIAMONDS
WIZ PLUS
SIR-TECH/DATAMOST

The Wizardry programs (which are written in Pascal) are probably 2 of the strongest adventure programs available for home computers. They already have a dedicated following among Dungeon and Dragon types and heavy-duty computer adventure players. Users have been known to disappear into the world of Wizardry for weeks at a time. The adventures are set in a medieval fantasy world where you will need magic, cunning, strength and luck to survive—and that's just for starters.

Briefly, you control a set of adventurers who go off in search of glory and riches. One person may play alone, but the game was designed for 3 to 6 people to play, each taking on the role of a specific character. You and the computer design a character who is assigned points in intelligence, piety, magic, etc. As you and your band journey through the many levels of Wizardry, it will become clear that only by pooling your talents can you hope to succeed. As you overcome each obstacle, you gain confidence, points and strength.

Wizardry I is entitled Proving Grounds of the Mad Overlord. Evil Wizard Werdna has stolen a priceless item from Trebor's treasure room. You and your fellows must become strong enough to explore the deepest levels of Trebor's dungeons, where it is hidden. You will be hopelessly lost unless you map out the dungeons.

Knight of Diamonds is the second adventure and it is, if anything, harder than the first. You can't even play it unless you have reached the 13th level of Wizardry I. You and those who survived must find the staff of Gnilda, or the city of Llygamyn will fall.

The documentation is fun to read and has hints, but they're never enough, which is why many people want to buy Wiz Plus.

Wiz Plus understands how hard it is and how much you want to win. Quite simply, it helps you cheat. It actually re-enters either program and allows you to resurrect dead characters and readjust their strengths and weaknesses. The documentation also has maps.

Sir Tech discourages use of Wiz Plus, saying it decreases the challenge and enjoyment of the game. Probably true, but even with WP, it's no piece of cake. The documentation is good, but we advise you to read it carefully. Many of the required inputs must be done right the first time.

If you make it, your descendants can play The Legacy of Llygamyn, due out soon.

WIZARDRY I	DISK	
ITEM #	1001D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

KNIGHT OF D	DISK	
ITEM #	1002D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

WIZ PLUS	DISK	
ITEM #	1003D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

HARD HAT MACK
ELECTRONIC ARTS

What a tough life for the poor working stiff—Hard Hat Mack—and what a challenging, action-filled game for you!

There are 6 levels to Hard Hat Mack's miserable life on the colorful construction site. Armed with only his two strong hands, Mack must construct a steelwork grid, reach upper levels by way of the tricky springboard, and scramble up and down chains. Later on, he will collect hundreds of heavy tool boxes, drop steel blocks onto rivets, ride a conveyor belt and, we hope, avoid electrocution. You'll have to start him at the beginning, but we're sure you'll want to keep Mack on overtime. It's that much fun watching him suffer.

Good graphics and plenty of action and variety place HHM in the top rank of jumping and climbing games.

	DISK	
ITEM #	1004D	
SUG. RETAIL	$35.00	
H.S.G. PRICE	$31.50	
BONUS STAMPS	126	

I.Q. BASEBALL
DAVKA

This is for the guy who knows the earned-run averages for every Dodger—when they were still in Brooklyn—but who couldn't steal second if the whole infield was at the hot dog stand.

The screen displays a baseball diamond, and it's a lot of fun, particularly during the seventh-inning stretch; however, this is a trivia game, not a baseball simulation. Bases are awarded according to difficulty of the questions you answer. Try this. It's an easy one.

Q: What was the first year the Giants and the Dodgers played on the West Coast?

One or 2 players may play either a major league game (hard) or a minor league game (easier). The answers to missed questions are withheld for use in a new game.
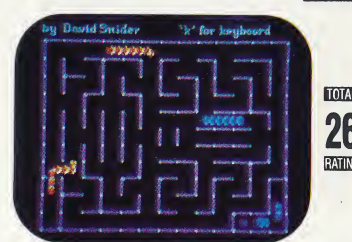
A: The year was 1958.

	DISK	
ITEM #	1005D	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

SERPENTINE
BRODERBUND

Serpentine puts a new twist into the traditional maze game. You are a blue snake who eats frogs, eggs and bad orange snakes. The orange snakes can eat you too, but if you nibble off a bit from the back, you can fake them out. If they're shorter than you, you can swallow them whole from the front.

Once you're big enough, you can lay your own eggs. Protect the pretty white eggs and they will hatch into more blue snakes, giving you longer life.

Serpentine is fast but not too fast, and lots of game factors keep the action more interesting than the standard maze game. Snakes or no snakes, our evaluators loved this game and they do not speak with forked tongue.

	DISK	
ITEM #	1006D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

JENNY OF THE PRAIRIE
RHIANNON

Jenny of the Prairie is an adventure designed with young girls in mind, but we feel it is a warm and inventive game that would be a first-rate introduction to adventures for any youngster.

The program tells the story of Jenny, who has become separated from the wagon train. You must help her avoid danger and prepare for the harsh prairie winter.

To survive she must earn points for food, clothing and warmth. In order to get them, Jenny must explore her territory (9 excellent screens) and utilize its resources intelligently. Before she can explore, Jenny will need 40 food points for energy. Among her sources are apples, wheat and rabbits. Each has its own point value, and she can carry only so much of each one at a time, so careful planning is needed.

With luck, Jenny will find useful tools like a hatchet and slingshot. She must decide whether to use the slingshot and thereby get rabbit fur for warmth. If she chooses not to hunt, she will have to use the hatchet and chop that much more extra wood for the fire.

Later, Jenny must choose between a cave and a lean-to for shelter. She must chop 13 logs for the lean-to. If she chooses the cave, she will have to tame the fox that lives there.

The game has 3 levels of difficulty. In the first, there is no time limit, and dangerous wild animals appear in the same

HERE COMES JENNY.
JENNY IS THIRSTY.
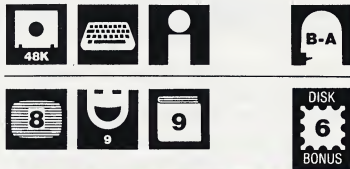
TOTAL 26 RATING

	DISK	
ITEM #	1017D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

place each time. In other levels, the map may shift and there is less time before the arrival of the big blizzard. Our only problem was that sometimes Jenny skips screens, so that even if we knew where we wanted her to go we had a tough time getting her there.

The adventure is a good play value as there are many ways for Jenny to earn points. We also appreciated the responsible approach to problem solving the game asks the player to take.

TIGERS IN THE SNOW
STRATEGIC SIMULATIONS INC.

Veteran war gamers, chess players, or anyone who thrives on long-range strategic planning will be particularly pleased with all that TIGERS IN THE SNOW has to offer. This game, for 1 or 2 players, reenacts the German winter offensive of December, 1944. The action can get very complex, but if you're afraid to jump right in, you can have the computer play a demonstration game for you.

As Germany, you must attack with all your strength in order to cross the Marne River. Your supplies are running out and if the weather clears, Allied planes will destroy you on the ground. The Allied player must maintain his position (with much smaller forces) until reinforcements arrive or the Germans run out of supplies. There are 2 scenarios, one for the early battle (Dec. 16-22) and one that encompasses the entire 11-day campaign. In addition, players can change point value of combat units to attain 18 different levels of play.

Because the program is very faithful to the details of the battle, many factors must be taken into account to achieve victory: reconnaissance, fire power, communications, weather, terrain, supplies, and strength of the desired assault. The program includes a strategic map, plus a tactical map, which shows small areas in large-scale dimensions. Players have

GERMAN 2ND SS DIVISION SUPPLIED
COMPUTER ADVANCE PHASE
ADVANCE 2 HEXES

TOTAL 21 RATING

	DISK	
ITEM #	1010D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

easy access to both maps.

Perhaps you own an Atari and your best buddy—or worst enemy—owns an Apple. No problem. Programs for both machines are on opposite sides of the same disk. Why not practice on your computer and then go trounce him on his? As they say, "All's fair in love and war."

ZORK I, II, III
INFOCOM

A person could find himself in Zork heaven with this trilogy of adventures. In all of these programs you will find some of the most richly detailed, fantasy/adventure prose ever written for a computer. Each episode is complete unto itself, yet each one adds to the splendor of the "Zorkian" universe.

First, some notes about the series as a whole. You will enter a world of treasure and plunder, ogres and trolls, high hopes and false leads. You will be asked to solve puzzles, chart endless mazes, rescue maidens and avoid thieves. You may even have to choose between good and evil.

Make maps of your travels and keep an inventory of the treasures you have taken and the characters you have met. You can pause or save the game while you plot your strategy.

The programs have a flexible vocabulary. They accept compound commands (i.e., Enter cave. Take emerald, not sword) and commands in plain English. This can save hours of frustration, searching for the right word.

In Zork I, you enter the Great Underground Empire, where you must retrieve 20 pieces of treasure. You will explore rivers, forests and caves on your quest. It will be dark and dangerous, so you must master the lantern and the sword.

Zork will give you points for treasure rescued and other acts of bravery, but you must be cautious at times. As a general rule, creatures in Zork fight back. If you have already been wounded, it might be wise to let Zork diagnose your health before you attack. There are severe penalties for dying.

In Zork II, you enter the realm of the Wizard of Frobozz. Sure, he's getting old, but he still has many a nasty trick up his long and flowing sleeve. You will meet a friendly robot, a princess who wants only you to rescue her, and a unicorn.

Zork III is entitled The Dungeon Master. The success of your quest in the deepest reaches of the Underground Empire hinges on discovering the secret purpose of this Dungeon Master. It is he who will oversee your ultimate triumph or terrible destruction. Zork III fleshes out the fantasy universe and adds a moral dimension to your journey. This is by far the most difficult of the adventures; beginners should start with Zork I.

We don't recommend these adventures for small children. They're far too difficult. However, D&D fans and anyone who has ever dreamed of being the hero in his own epic adventure will be thrilled for hours at a time. Why sit daydreaming at your desk when you could be using your computer?
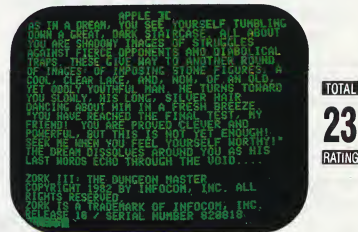

TOTAL 23 RATING

ZORK I

	DISK	
ITEM #	1007D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

TOTAL 23 RATING

ZORK II
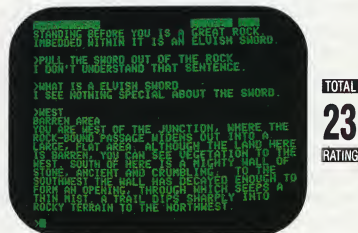
	DISK	
ITEM #	1008D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

TOTAL 23 RATING

ZORK III

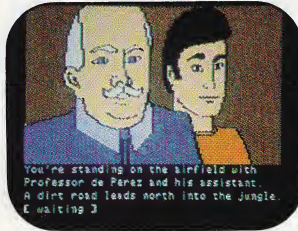|	DISK	
ITEM #	1009D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

THE MASK OF THE SUN
ULTRASOFT

At last, Saturday afternoon at the movies can be replaced by Saturday afternoon, evening, and the following day, if need be, at the console. The Mask of the Sun is a tantalizing and challenging adventure in the best matinee tradition. Using both text and high-res graphics, it spins a tale of pre-Columbian gold, ancient ruins, and trackless jungles.

You are a daring archeologist who has found an ancient amulet. Opening one of its secret compartments, you are dosed with a noxious, green gas. You awake two days later to be told that the gas is a mysterious, slow-acting poison. Doctors have given you a limited number of pills, which may delay your death, but that's the best they can do. Rumor has it that the legendary mask of the sun may hold the secret of the amulet.

You start in a Mexican airfield with a jeep, some supplies, and a friend who has maps to three ruins, one of which may hold the answer. You must gather clues, find the mask, cure your disease, and, of course, live to tell the tale. You are provided with maps, but it is best to make your own as you explore twisting jungle trails and devious mazes.

You may find it takes a bit of time to get used to the language in this game, though, in general, every effort has been made to make the program responsive to commands in plain English.

The adventure is great fun and the high quality of the graphics (point of view actually shifts as you move) sets it apart from other adventures. A splendid way to pass the time while you wait for Raiders of The Lost Ark II, III, IV, etc.

TOTAL 26 RATING

DISK	
ITEM #	1012D
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

THE WITNESS
INFOCOM

The year is 1938. It's just another hot night in the City of Angels and you're trying to make it through without coughing yourself to death. You're working on a case, it's ugly, but no more so than a dozen others you've seen in Hollywood. It seems this diamond-dripping society dame did herself in, and now some low life bum is putting the screws to her husband, Mr. Linder.

You get an urgent call to go to the Linder place. While you're there, someone takes out the old equalizer and pumps Mr. Linder full of hot lead. He runs before you get a good look at him.

You've got 12 hours to work through a maze of twisted motives, cheap alibis and sordid lies. Could it be the butler, Phong? Maybe it's Monica, the spoiled daughter? Underneath the giggles there lurks a viper. Or maybe it's Stiles, the dead dame's boyfriend. This is real life, pal, everyone's got a motive.

In The Witness you will search the mansion and the grounds, interview the suspects, and read through police files to find the answer. Don't bother guessing; you can't win unless you have the evidence to make your accusation stick.

The documentation is fantastic. You are given a facsimile of a 1938 newspaper with an account of the suicide, a copy of the suicide note, and The Detective Gazette, a manual which looks just like a 1930's pulp magazine.

The program accepts a wide range of commands in plain English, though when it talks back to you, it may sound more like an old movie.

Apply yourself. Every move you make counts as another minute on the clock. If you fail…it just might mean the big sleep.

TOTAL 25 RATING

DISK	
ITEM #	1011D
SUG. RETAIL	$49.95
H.S.G. PRICE	$44.95
BONUS STAMPS	180

OLYMPIC DECATHLON
MICROSOFT

Olympic Decathlon will appeal to those who thrive on athletic competition—the strategy, the skill, the thrill of victory, and the agony of defeat.

This game recreates all the events of a decathlon: 1500 meters, long jump, high jump, hurdles, etc. First-rate hand-eye coordination is required as you use the keyboard and the joystick to make your man run the fastest, jump the highest, and throw the farthest. Instructions are given before each event. The program responds quite humorously if you fail.

This game can be quite hard at first, but practice is quickly rewarded. Olympic Decathlon is close to the best, most realistic sports program we've ever seen. It allows up to 6 players to compete against each other.

TOTAL 26 RATING

DISK	
ITEM #	1013D
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

STICKYBEAR BOP
XEROX

Stickybear Bop is designed for the type of person who likes spending a day at the circus. With highly sophisticated graphics and creative multi-screen action, Stickybear Bop is a complete package of family fun.

In a carnival arcade setting, Mr. and Mrs. Stickybear juggle balls, stars, and apples, while silly birds fly by and try to steal the game balls. Players score points by bopping as many things as possible before running out of balls (by missing) or getting bopped by the sandbags Stickybear is dropping (which ends the game). And the fun continues even after the game is over—because Stickybear Bop includes a poster, decals, and a pop-out, stand-up board game…all packed in a colorful, durable vinyl binder.

Despite disappointing sound, this is a wonderfully whimsical children's game.

TOTAL 25 RATING

DISK	
ITEM #	1014D
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

LODE RUNNER
BRODERBUND

David is our toughest evaluator. He hates everything, but when Lode Runner came in, he disappeared with it for 2 days. When he came back, this is what he said (read at 45 rpm's for maximum effect): "I've just been playing this really great game. You have to run around collecting all the gold bars, and there's these guards chasing you. Blast holes left or right to trap them and then you can walk on their heads. There are ladders and ropes and it really looks like you're swinging across them. Sometimes the gold is in a chamber and you have to blast bricks to get in, but if you do it wrong, you get stuck, but I got all the gold so they let me run to more screens and there are 150 of them."

Well put, David, but there's even more. You can use the program to design your very own versions of the game! Neat-o!

TOTAL 30 RATING

DISK	
ITEM #	1015D
SUG. RETAIL	$34.95
H.S.G. PRICE	$31.45
BONUS STAMPS	126

THE DESECRATION
MIND GAMES

The Desecration is the first in a series of "adventurecades" to be released—adventures that contain arcade games as well. In The Desecration you are a "James Bond" figure, a professional assassin sent out into the universe to right terrible wrongs. It's a high-res adventure, and the graphics are first-rate. Of the 3 arcade games, 2 are basic Invader types, while the third lets you shoot enemies from 4 directions. Though the action sometimes feels slow and awkward, all are good games, and can be accessed separately from the adventure.

The overall concept is what distinguishes The Desecration. You can get involved in the adventure, but you still have to win those arcade battles to achieve ultimate victory! This means arcade players can have their fun, and turn to the adventure for a change of pace. And don't forget, this is only the first in a series.

TOTAL 22 RATING

	DISK	
ITEM #	1016D	
SUG. RETAIL	$37.95	
H.S.G. PRICE	$34.15	
BONUS STAMPS	137	

MILLIONAIRE
BLUE CHIP

Who hasn't said, "I'm sure I could make a million if only I had the capital"? Well, while you're waiting for your ship to come in, you might want to try your hand at Millionaire, an exciting stock market simulation game. Start with $10,000. Then you're on your own, as you try to make a million.

Millionaire creates a market environment based on real market trends, not randomly generated numbers. The environment consists of 15 major corporations, news reports, graphs on individual company productivity and industry trends, weekly updates on prices and trading activity, and more.

A session or game consists of 90 weeks of trading. You enter at week 14 with that much information to draw on while deciding what to buy and sell. At the end of the game, your net worth is computed (minus commissions and taxes) and saved by the computer, which then creates a new market environment for you to trade in.

As you make more money, your status increases and more investment opportunities are made available to you. You will be permitted to buy on margin, exercise put and call options, and take out loans of up to 80% of your net worth. Of course, at higher levels, it becomes easier to get rich (also easier to lose your shirt).

Documentation is clear and will get you

TOTAL 22 RATING

	DISK	
ITEM #	1019D	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

into the game quickly, but it is not as complete or helpful as it could be. Some familiarity with the stock market will make the game easier and more enjoyable, although a novice can do well with a bit more time. Commands are easy to use; graphs are readable.

Millionaire won't replace an MBA but a budding business mind might find it useful in understanding the marketplace.

CHESS
ODESTA

Chess, from Odesta Software, was designed by Larry Atkin, a world-class chess player. We feel the program exemplifies not only the depth of his expertise but also his enthusiasm for the game. The program, designed to be both a challenging opponent and an expert tutor, offers hours of challenge and diversion to both the experienced player and the novice.

Moves are executed by either the joystick or the arrow keys on the keyboard. Below and to the side of the board, an extensive menu offers options such as blind play and 15 levels of difficulty. You may also select a level of play and watch the computer play against itself. The program has a 40-game storage capacity and you may save any game you're in the middle of playing.

Two of the best features, from a tutorial standpoint, are Inward and Outward, and Master Tournament. The former allows you to pick a piece, your own or an opponent's, and watch while the computer shows you all possible moves available for that piece. The program includes a collection of 40 master tournaments and instructive demonstrations. Among them are: fool's mate, De Legal vs. Saint Brie, Fischer vs. Spassky, white to play mates in two, and black to play mates in nine.

Chess is clearly a comprehensive program and the user should plan to spend

TOTAL 24 RATING

	DISK	
ITEM #	1018D	
SUG. RETAIL	$69.95	
H.S.G. PRICE	$62.95	
BONUS STAMPS	252	

time mastering all its features. The documentation alone is 64 pages long. The instruction is interspersed with chess history and memorabilia, which you may find fascinating or irritating according to your temperament. Graphics are only fair, but certainly adequate.

Overall, a first-rate program, with loving attention paid to detail.

JURY TRIAL
NAVIC

Jury Trial is a strategy game that can bring all the intrigue and excitement of a courtroom drama or a trashy novel into your living room. While two players alone can play, one as attorney for the defense and the other as attorney for the prosecution, Jury Trial is really more of a party game. The game is best when up to 4 other people join in as witnesses who, together with the lawyers, plan a winning strategy.

Once a case is chosen, information is briefly flashed on the screen. Notes are forbidden. Then the jury is selected. Profiles are given of the prospective jurors and each side is allowed to object twice. Obviously, each side is searching for a juror who shares their bias.

Though Jury Trial actually assumes the accused to be guilty, it is up to the prosecutor to prove it. Therefore, during cross-examination, the defense tries to hide the truth while the prosecution tries to expose it.

Lawyers get together with witnesses to plan the questioning. During cross-examination, the lawyers choose from an excellent field of questions generated by the computer. There are ways to object to a line of questioning, introduce affidavits, and designate expert witnesses, who may be questioned on only one topic. Finally, the judge sums up each team's perform-
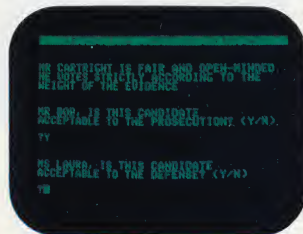
TOTAL 22 RATING

	DISK	
ITEM #	1020D	
SUG. RETAIL	$29.00	
H.S.G. PRICE	$26.00	
BONUS STAMPS	104	

ance while the jury arrives at a decision. Cases may be retried on appeal or you may simply choose another from the multitude of robberies, murders and kidnappings that are clogging up the dockets.

The text is a lot of fun, rich in detail and possibilities. And while it may not stimulate your sense of ethics, your tactical abilities will certainly be put to the test.
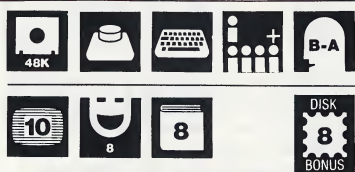
MICROBE: THE ANATOMICAL ADVENTURE
SYNERGISTIC

Microbe is a highly original adventure game with a healthy dose of arcade action to recommend it as well. Specifically, it should appeal to medical professionals and those fascinated by biology, but anyone who enjoys complex problem solving and lots of action should get a kick out of the game.

You are in command of the Microbe, an advanced submarine that has been reduced to microscopic size and injected into a human body to correct a situation that would otherwise be inoperable. Pilot your way through the lungs and the treacherous valves of the heart as you race to save your patient from a blood clot in the brain. At any moment, the screen might flash red to signal a sudden heart attack or the assault of a mysterious virus. If your navigational and diagnostic skills are good, you and the patient may survive.

Group play is encouraged since the game demands the skills of a physician, a commander and a navigator; as many as 10 can play. There are many cases to choose from, 3 levels of difficulty and 3 levels of background information. The highest levels were designed with doctors and nurses in mind and are really tough. Luckily you may call up a physician's reference if you're stumped. The novice gets a good bit of information up front, but the more biology you know, the better your

chances. At higher levels, the diagnostic problems are more complex, attacks are more frequent, and you are given less time to effect a cure.

Graphics are first-rate, truly a microbe's view of the body's awesome complexity. Sound is good but inessential to playing the game.

We haven't had so much fun since we watched Raquel Welch battle the psychedelic lymphocyte in Fantastic Voyage.

TOTAL RATING 26

DISK		
ITEM #	1021D	
SUG. RETAIL	$44.95	
H.S.G. PRICE	$40.50	
BONUS STAMPS	162	

IN SEARCH OF THE MOST AMAZING THING
SPINNAKER

The most amazing thing about this adventure is its combination of terrific entertainment with educational values.

Years ago your uncle, Smoke Bailey, found The Most Amazing Thing which may hold the key to the secret of life—but he lost it. Now with the aid of the B-Liner, a combination hot air balloon and dune buggy, he wants you to find TMAT and bring it back to Metallica.

You will travel to Darksome Mire and deal with the Mire People, whose many languages, strange customs, and rates of exchange will be strange to you at first. You may have to trade chips or gizmos purchased at the company store to get their cooperation.

On board the B-Liner is a computer. If you were smart you bought software to help you map out Darksome Mire and understand its languages.

If you take notes, manage your trading chips well, and are careful with the exotic people (they can be very touchy), you may just find TMAT. Once you've retrieved it, its location will magically change and you can search again with a whole new set of clues.

TOTAL RATING 21

DISK		
ITEM #	1022D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

The setting of TMAT is futuristic but not too sci-fi. It is more gentle and less heavy metal. We feel the program would appeal to the intellectually curious player but not necessarily a hyper-sophisticated adventurer or D&D afficionado.

BUZZARD BAIT
SIRIUS

There's been some disagreement over this game. Some people think that buzzards sweeping down to catch humans and feed them to their young is macabre. Yet others think that the little humans, feet kicking wildly, are kind of cute.

There is no question, however, about all the challenging, fast-paced arcade action of Buzzard Bait. You have to move your ship back and forth, trying to shoot down the Buzzards. If you hit one that's got a human, he'll drop the little guy. Make sure the human lands on your ship, and he'll be safe. Now and again, you'll have to jump over some flying penguins. (Penguins fly?) There's also a bonus round where you can earn extra ships by collecting ship parts that are floating around a mine field, filled with more of those flying penguins. A ghoulish good time.

TOTAL RATING 28
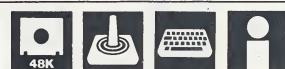
DISK		
ITEM #	1032D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

PINBALL CONSTRUCTION SET
ELECTRONIC ARTS

How could you be anything but a pinball wizard after designing your own game?

The PCS program includes 5 demo pinball games designed by Bill Budge, using the same components you have at your disposal. These are fun to play and provide hints on how to design a game.

Games are built by using a joystick "hand" to pull pieces across the screen from the parts box. You control speed of play, heaviness of the ball, and the sounds and bonuses for each target. Additional controls allow you to shape and color bumpers, flippers, etc. to your taste. When you've finished, save the game to play whenever you want.

We think that even those who aren't pinball fans will enjoy the colorful design aspects of the program. Hint: do not tilt on your computer. You could lose a lot more than a quarter.

TOTAL RATING 24

DISK		
ITEM #	1023D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

THE LAST GLADIATOR
ELECTRONIC ARTS

You could be walking in a garden or on a crowded avenue…but no. You're in the Roman Colosseum and you only have eyes for Mordo the Spaz, the snake and the spider, and the other gruesomes that they send out to kill you. A real Roman holiday.

All good little gladiators and gladiatrixes get to choose weapons. The gun is the easiest, the boomerang the hardest. We had bad luck with the club and the net. Losing stinks. You burn in a fiery pit and the crowd cheers.

The Last Gladiator is really a lot of fun; the graphics are hilarious, particularly when the spider gets you in his web. If you kill everything, you go to the next level, where the moon may be high but you can't see a thing in the sky 'cause you only have eyes for the fire-breathing lizard.

TOTAL RATING 24

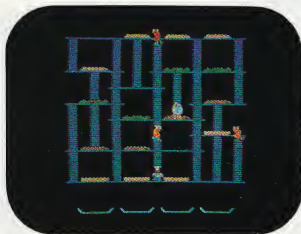| DISK		
ITEM #	1024D	
SUG. RETAIL	$35.00	
H.S.G. PRICE	$31.50	
BONUS STAMPS	126	

BURGER TIME
MATTEL ELECTRONICS

You deserve a break today...try Burger Time. Have it your way...as long as it's playing Burger Time. Over 3 million have been served...up great arcade fun with Burger Time.

We're quickly running out of burger buzz words here, but not out of praise for the arcade alley hit, Burger Time.

You're the short-order chef, running frantically up ladders and across platforms. Cross a bridge and you can make a bun, burger, or piece of lettuce fall onto the plate below. Mad-dog hot dogs, eager eggs, and persistent pickles chase you all over the screen. You can try to bash them betwixt burger and bun, which is fatal, or you can stun them by throwing pepper. If you make 4 complete burgers, you're allowed to move up to the next level.

Lots of hot and juicy action here. If you don't believe us, go ask Wendy...if you can find her. She's probably out playing Burger Time with Ronald and the King.

TOTAL RATING 26

DISK	
ITEM #	1025D
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

ZAXXON
DATASOFT

Zaxxon is an arcade favorite, and for good reason. It's fast and challenging. Joystick in hand, you pilot your craft through a perilous course (great graphics en route) to Zaxxon's Fortress, where you must zap his mighty Robot before he zaps you.

You first fly through the Space Fortress, where you must navigate through small gaps in the wall, while dodging fuel tanks, radar towers, gun emplacements, and fuel tanks. Strategy counts here. Any fuel tank you hit replenishes your own supply, and any enemy planes you can hit on the ground will mean less trouble as you continue into Outer Space. If you survive Outer Space, you enter a Space Fortress even harder than the first.

One of the closest attempts at a sense of real 3-D flying we've seen yet!

TOTAL RATING 28

DISK	
ITEM #	1026D
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

CHOPLIFTER!
BRODERBUND

Action, danger, and a chance to strike a blow for democracy are the attractions of Choplifter! Your mission: fly your chopper into enemy territory, retrieve the hostages, and fly them safely to home base. You'll fight tanks, which can destroy landed or hovering choppers and can kill any hostages you don't rescue. Jet fighters threaten you, too—and drone air missiles!

State-of-the-art graphics and innovative joystick control make Choplifter! one of the more exciting war games. When you arrive, the first barracks has been blown open for you. Hostages are waving frantically and scrambling to get into the chopper. Now it's up to you to figure out how to free the remaining 2 groups of hostages.

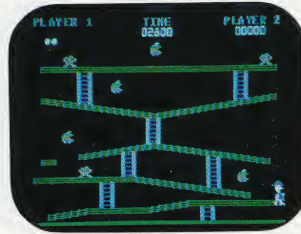We know you're eager, but don't land on any of the hostages—this kills them.

TOTAL RATING 27

DISK	
ITEM #	1027D
SUG. RETAIL	$34.95
H.S.G. PRICE	**$31.50**
BONUS STAMPS	126

MINER 2049'ER
MICRO FUN

Combine the best elements of Donkey Kong and Pac Man—and you've got Miner 2049'er. There's no real violence, but lots of skill and strategy are required.

You are Bounty Bob, the Mounty, trapped in a maze of mineshafts, searching for the arch-villain, Yukon Yohan. You climb ramps and ladders, use elevators, jump gaps, and grab articles left by other miners. These objects allow you to kill the "mutant organisms" that inhabit the mine.

There are 10 mazes and each allows 10 levels of difficulty (with a time limit for each level). Sounds complex, and it is—though the first levels are easy enough for a beginner to enjoy. The many levels of difficulty and the quantity of game factors give this game lots of longevity and entertainment value.

TOTAL RATING 25

DISK	
ITEM #	1028D
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

BANDITS
SIRIUS

Bandits, a one-player Space Invaders-style game, offers first rate shoot-'em-up action that starts fast and gets faster.

Try to protect the stellar fruit harvest as wave after wave of bandits swoops down from above, determined to take it from you. Some of the bandits come at you with heat-seeking bullets, others with spreading napalm bombs, and that's just part of the arsenal you'll be up against. You are armed with a mobile laser gun and limited shield time. The better you are, the harder it gets. Bandits get faster and your fruit grows larger and more vulnerable to attack.

The colorful, well animated graphics of Bandits are an ideal setting for a space shoot-out. Our score made it hardly worth the effort, but it's nice to know you can save high scores.

TOTAL RATING 27

DISK	
ITEM #	1029D
SUG. RETAIL	$34.95
H.S.G. PRICE	**$31.45**
BONUS STAMPS	126

CEILING ZERO
TURNKEY

Colorful, high-res graphics and galactic sound effects add to the fun of Ceiling Zero, an arcade game that will put your reflexes to the test, but isn't too taxing on the brain.

You are on your planet, minding your own business, when an alien mother ship darkens the sky. Suddenly enemies are raining down on you. You dart back and forth across the bottom of the screen, avoiding their deadly touch and picking them off. Make sure you hit the landing vessel before it touches down or risk losing your laser base. As the game continues, the ceiling moves down, releasing aliens closer and closer to your own position. Ceiling Zero, which combines the play characteristics of the more familiar Pong and Space Invaders, has 15 levels of difficulty. Beginners should have no trouble, but the action does get fiendishly fast.

TOTAL RATING 24

DISK	
ITEM #	1030D
SUG. RETAIL	$29.95
H.S.G. PRICE	**$26.95**
BONUS STAMPS	108

ALPHABET BEASTS & CO.
SOFTWARE PRODUCTIONS

ABC is truly delightful. A colorful program for children learning the alphabet and numbers 1 through 9, ABC has all the charm of your favorite children's book. The program has 3 sections. The first teaches letters, the second teaches numbers, and the third, Creature Features, is a game section with wild and whimsical graphics.

In the first section, your child presses a letter on the keyboard. A picture and a short poem featuring the letter appear on the screen. When the key is pressed again, the letter is drawn on the screen in the Zane-Blosser printing style. This is the style of printing taught to most school-children in the United States.

In the second section, your child presses a number, and an empty picture frame appears on the screen along with the number spelled out as a word, for example, SEVEN. Press the key again and the number is drawn on the screen while a dragon breathes fire on the empty frame. Suddenly it fills up with a sea dragon who appears in the shape of the number. Then, to musical accompaniment, smaller dragons appear one by one until they display the quantity indicated by the number.

In the third section, your child mixes and matches the heads, legs and bodies of fantasy beasts to create special creatures all his own. These are placed in a scene by the computer. It could be as

TOTAL 26 RATING

	DISK	
ITEM #	1036D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	26.95	
BONUS STAMPS	108	

ordinary as waiting for the bus or as magical as standing on the moon.

Perhaps your child could be taught to use this program alone; however, the concept behind its design is for the child to sit with the parent and press the keys while the parent reads the poem. We think you'll find that it does more than take the tedium out of practice and drill. It is a wonderful, relaxing way to spend time with your child.

MAGIC SPELLS
THE LEARNING COMPANY

The Wizard will be your guide in the magical kingdom of Spells, where your child can win treasure chests if only he minds his P's and Q's and I's before E's (except after C's).

The program includes two spelling games, 14 word lists, and options that allow you to input your own lists of practice words.

The first game is an unscrambling game. The chosen list is flashed on the screen for your child to study. Then a scrambled word is shown. If your child types in the correctly spelled version of the word, he receives treasure chests filled with gold. If he takes too long or doesn't get it at all, a demon may take some of the gold away.

The second game tests short-term recall as well as spelling ability. Again the child studies the list. A word is flashed briefly on the screen and is then replaced by a blank. The child must remember the word and spell it correctly. If he can't remember the word, he can ask the Wizard for help, but it may cost some treasure.

Magic Spells is a charming program, geared for kids between 6 and 10. The lists are of words frequently found in a grade-schooler's vocabulary, plus months, colors, animals, numbers and commonly misspelled words.

TOTAL 23 RATING
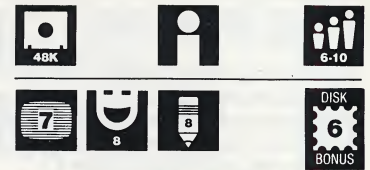
	DISK	
ITEM #	1033D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

What we think makes the program particularly worthwhile is the easy way you can enter your own word lists and thus keep pace with your child's needs. Options allow you to enter a short list for one session, or you can design a more comprehensive list to be saved on a disk.

Children might be interested to know that the graphics for this program were actually designed by a 10-year-old.

DRAGON'S KEEP/TROLL'S TALE
SIERRA ON-LINE

We hesitate to use the word adorable when discussing anything that concerns computers, but these two programs are just that.

These are simple adventures with wonderful graphics. They are geared for kids at third-grade reading level, but a younger child could play if a parent reads the text. The child needn't know how to type because all responses are made with the space bar or return/control key.

Both programs come with maps and delightful stickers. As a child finds an animal or treasure, he can keep track by putting the appropriate sticker on the map.

In Dragon's Keep the adventurer must search a large house for 16 hidden animals. Occasionally a fire-breathing dragon appears. In that case, you may have to come back later to free the animal. The text is funny, with lots of clever options, but the game is not hard.

In Troll's Tale you must find the 14 treasures stolen from Mark, the Dwarf King. An evil Troll took them and he may come around again, making it hard to regain them. The graphics are just as good as in Dragon's Keep, but the game is a bit harder.

The designers say that the games help in reading and map skills and they're probably right. Our friends who played said they would play again, even after finding everything, because the answers were so funny and they liked the drawings.

DRAGON'S KEEP

TOTAL 25 RATING

TROLL'S TALE

TOTAL 25 RATING

|	DRAGON'S DISK	TROLL'S DISK
ITEM #	1038D	1037D
SUG. RETAIL	$29.95	$29.95
H.S.G. PRICE	$26.95	$26.95
BONUS STAMPS	108	108

WORDMAN
DLM

WordMan is an educational game that plays as fast as an arcade game, but don't let the fun fool you. The user must be able to spell, recognize words, and think quickly.

The screen shows a maze with tracks and windows. In each window are the last two letters of a word. A consonant moves around the maze tracks and passes every window. This letter changes constantly. As it approaches each group of two letters, the user must decide if it completes a word. If it does, he fires. When a word is formed, a hit is recorded. As each layer is completed, the maze shrinks. There is a time limit, which you control.

The user can determine the speed of the game and whether he will try to complete three- or four-letter words. The tutorial strength is enhanced by the ability to select a featured vowel. In other words, a particular maze might only have the words containing the letter "a"—e.g. hat, cat, sad.

The fast-paced arcade action of this game does more than make drilling fun and exciting. We think it helps make WordMan one of the few educational games an adult might really enjoy playing along with his child. Ask the child nicely and he or she may even give you a handicap.

TOTAL 28 RATING
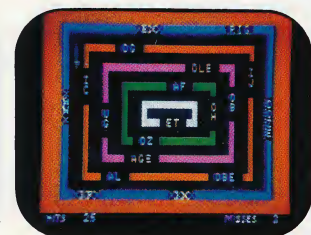
	DISK	
ITEM #	1048D	
SUG. RETAIL	$44.00	
H.S.G. PRICE	$39.60	
BONUS STAMPS	158	

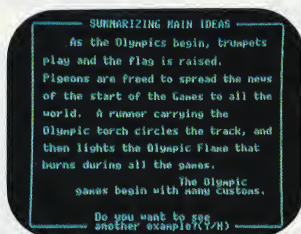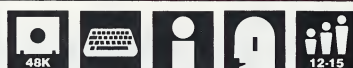## ALL ABOUT WHAT YOU READ
MILTON BRADLEY

This is a tutorial and drill program designed to improve your child's reading comprehension skills. After working with the program, a student should be able to approach a text methodically, break it down, and isolate the most important information. There is good reason to think that a student who has mastered these reading techniques should be able to apply some of them to writing as well.

The program covers the following subjects: recognizing topic sentences, listing supporting details, summarizing main ideas, choosing titles, and evaluating details.

The program follows the same pattern for each topic. Instruction is followed by examples. The student then answers questions about a paragraph he/she has read on the screen.

The child may then review the lesson or go on to the mastery quiz, where he will answer harder questions. Help may be requested at any time.

Although it's not necessary, the student will probably want to wait until working through most of the program before taking the final review. In this section, he reads one or two stories and then answers questions dealing with each of the skill groups. The better the score, the more time the computer will allow for playing Space Raiders, a rather simple arcade game.

The program's approach is rather traditional. It has taken the essence of an English textbook and made it interactive.

The game at the end is not a particularly strong incentive, but fortunately, that doesn't seem to matter much. The kids who tried the program found that arriving at the right answer was sufficient reward.

TOTAL 22 RATING

DISK	
ITEM #	1049D
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

MULTIPLOY
RESTON

Your first menu in this program requests you to select addition, subtraction, division or multiplication problems, in one of 3 difficulty levels.

After indicating your preference, you enter the world of "Education Space Invaders." With your laser base on the horizon, math problems advance ominously from the sky. As play progresses, you are gripped with tension, your mind frantically searching for the answer to the problem. Type in the answer, and the alien problem is blasted away. Miss it—and it comes closer, firing back. Two or three wrong ones, and your demise is imminent. High scores and players' names can be saved on disk.

You really have to be quick with the answers in this game. We found Multiploy to be one of the best drill and practice games we've seen, keeping education and fun in perfect balance.

TOTAL 24 RATING

DISK	
ITEM #	1042D
SUG. RETAIL	$24.95
H.S.G. PRICE	**$22.45**
BONUS STAMPS	90

WORD RADAR
DLM

Word Radar is a good example of what computers can do so well: drill a child in basic skills while making it all seem like just a good time.

In this case, the skills are word recognition (sight vocabulary), memory, and hand-eye coordination.

Several words appear briefly on the screen. Then they vanish, leaving white blanks in their places. At the bottom of the screen is a display that shows the vanished words, one at a time.

The child controls a sweeping, blue word viewer. As he passes it over each white blank, the word flashes briefly. If it matches the displayed word, the child fires and the word is revealed. All the words must be exposed before a computer-generated radar beam makes a full circuit around the screen.

This sounds a lot more complicated than it is. The kids and adults who played the game were immediately engaged. Memory, recognition, and speed all come into play as you rush to make the match.

The game would probably be too hard for kids younger than 7 but the game should have great staying power with older kids. Many variables allow you to increase the challenge. The user may determine the number of words to be matched in a game, their length, and the time allotted to play.
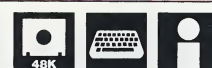
The words used by the program are all words that the young reader encounters frequently. Use of the program would certainly hasten the incorporation of these words into the child's sight-word vocabulary.

TOTAL 24 RATING

DISK	
ITEM #	1047D
SUG. RETAIL	$44.00
H.S.G. PRICE	**$39.60**
BONUS STAMPS	158

ALLIGATOR MIX
DLM

Alligator Mix is a first-rate drill and practice program all tricked up like an arcade game. The graphics are so good and the game such simple good fun, kids won't even suspect they're furthering their education (but of course, they are).

Alligator Mix drills in addition and subtraction for the numbers 1 through 9.

An apple with a problem in it moves towards an alligator. The alligator has a number display on his side. When the correct number to solve the problem appears, the child fires. The gator's mouth opens, and he eats the problem. As you progress, the problems become harder and come faster, though the game can be modified so that a real beginner in math can play as well. Score is kept as a record of misses as well as hits, so it's easy to chart your progress.

Alligator Mix is not a tutorial. The child should already know how to add and subtract. But as a means of improving speed and accuracy in computation, the game is great.

Joshua, a friend of ours who played the game, thought it was so wonderful even adults would like it. OK, so maybe Joshua is a little better at math than at adult psychology. Next year, there'll probably be a tutorial to help him out.

TOTAL 25 RATING

DISK	
ITEM #	1045D
SUG. RETAIL	$34.00
H.S.G. PRICE	**$30.60**
BONUS STAMPS	122

DRAGON MIX
DLM

Dragon Mix combines excellent drills in multiplication and division with an action-packed game. Kids we know love this program. They get all the benefits of flashcards or a workbook, yet they have fun and don't have to hang around adults to do it.

Dragon Mix drills in the multiplication of numbers 1 through 9 and the division of problems with answers 1 through 9.

Several laser blocks with math problems in them come swooping down on a dragon on the right side of the screen. The correct answer to one of the problems is displayed on the dragon's side. His head moves up and down the row of advancing problems. When your child matches the problem with the answer, he fires and the dragon's tongue of flames wipes out the problem. If the child is wrong, the problem continues its advance on the city behind the dragon. Scores are displayed on the bottom of the screen.

Dragon Mix allows you to adjust the skill level so that even beginners can play. You should note that this program is not a tutorial. It is strictly drill and practice. The child must know some multiplication and division to get the benefits in speed and accuracy offered by the program.

TOTAL RATING 24

	DISK	
ITEM #	1046D	
SUG. RETAIL	$34.00	
H.S.G. PRICE	$30.60	
BONUS STAMPS	122	

THE FRENCH HANGMAN
GEORGE EARL

Parlez-vous français? You or one of your children may be spouting French words or phrases sooner than you think. Here's the famous Hangman game—only this time the Hangman's noose has a French twist.

It works like this: the screen may have the word "L'enfant" printed on it, with several dashes printed below the word. You type in what you think are the correct letters for the word in English. You're allowed 4 mistakes before a noose appears, and the correct word (in this case, "the child") is displayed onscreen.

This procedure continues as you try to guess individual words or short sentences, which you translate from French to English or vice versa.

After each group of words is completed, the ones you missed are repeated, which we think is an excellent educational feature. You may also choose to study the vocabulary without playing the game.

French Hangman, a rather entertaining, low-key drill and practice program, is designed for the beginner or intermediate student of French. It's simple to play, and a child may enjoy working with it on his own. It might also be useful as a review before school exams. The game uses 325 words and 175 phrases. Its biggest limitation is the fairly short time it takes to work your way through the program.

TOTAL RATING 21

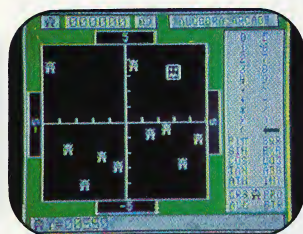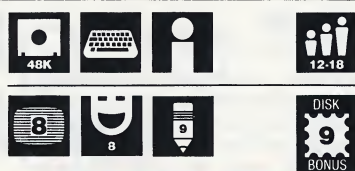|	DISK	
ITEM #	1052D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

ALGEBRA ARCADE
WADSWORTH

Algebra Arcade is a very flexible drill and practice game. It covers simple algebraic problems as well as the more complex ones likely to be found in beginning calculus. Though it is highly educational, it is not really a tutorial. The user must be already acquainted with algebra.

The screen shows a graph on which are scattered several Algebroids. You or the computer chooses an equation to solve, and then you must plot the correct line on the graph, trying to hit as many Algebroids as possible. If you're off in your calculations, you might run into a ghost, in which case it's curtains for you and all your variable friends.

The program allows you to write your own equations using the most common mathematical functions and constants like pi, tan, sin, cosine, log, exponents, etc. You may determine the number of constants and variables in any equation.

There is no reason why this program can't provide entertaining drill and practice throughout several years of high school math.

Because the program allows you to create your own problems, a parent could explain the principle of graphing to a child.

TOTAL RATING 25

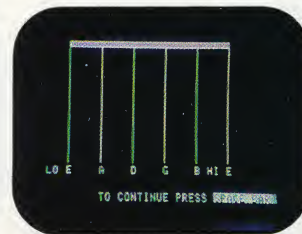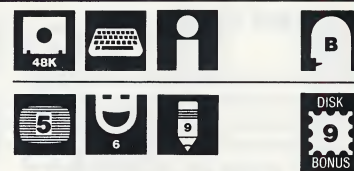|	DISK	
ITEM #	1043D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

BASIC GUITAR
DCS

So you've tried day and night to get your child to play the cello but he insists on learning the guitar! Well, if you're a gracious loser and want to start him off right, you might want to consider this program.

Basic guitar is a straightforward tutorial that should be useful for a novice player or someone picking up the guitar for the very first time. The two disks take you through basic principles, chords, and finally some simple songs.

The first disk begins by teaching you, with diagrams and text, how to identify strings, frets and chords. It then teaches you how to tune your guitar (you match a computer-generated tone) before going on to learn 14 chords and chord combinations. You may want to practice by matching your playing with the computer, or you may want to begin strumming some extremely simple songs suggested by the documentation.

The song disk tells you what key you will be playing in and then takes you through a warm-up session before you actually play the song. You strum chords while the computer plays the melody.

The documentation, which is very clear, includes some diagrams and useful extra information on how to play the guitar. The instruction is easy enough for a child to follow, yet detailed enough to keep an adult's interest.

After you have mastered the program, you should be able to play uncomplicated arrangements of any number of popular songs. The songs taught on the program, however, are traditional old standards like "Red River Valley," "When the Saints Go Marching In" and "Jingle Bells."

TOTAL RATING 20

	DISK	
ITEM #	1051D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.75	
BONUS STAMPS	180	

THE NEW STEP BY STEP
STEP BY STEP II
PDI

Designed for the beginning Basic programmer, The New Step by Step is clearly and intelligently laid out.

This package includes approximately 4 hours' worth of audio tutorial cassettes, 2 disks, and a workbook/reference book, and is geared for someone with no programming experience.

Step by Step II moves beyond the simpler elements of Basic with detailed chapters on such things as program structure and "peeks and pokes." You can create electronic sounds, sophisticated musical pieces, advanced color graphics, and even animation, with this excellent tutorial.

What we find so remarkable about The New Step by Step and Step by Step II is that you execute each command you learn within the software. It's more than learning by rote; you get a chance to see what actually happens for each procedure you learn. We highly recommend this package for those who want a solid foundation in Basic programming.
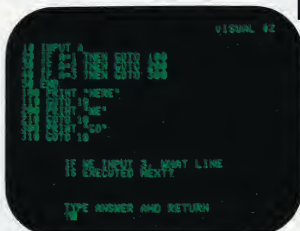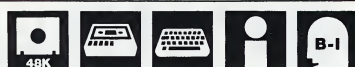
TOTAL 23 RATING

NEW	DISK	
ITEM #	1039D	
SUG. RETAIL	$89.95	
H.S.G. PRICE	**$80.95**	
BONUS STAMPS	324	

TOTAL 23 RATING

II	DISK	
ITEM #	1040D	
SUG. RETAIL	$89.95	
H.S.G. PRICE	**$80.95**	
BONUS STAMPS	324	

COMPUTER SAT
HARCOURT BRACE JOVANOVICH

Computer SAT is not a flashy program. There are no slick graphics, and you won't hear the voice of Captain Invincible telling you that you have identified the correct synonym, thus saving the English Language. SAT is a solid educational program. It is designed to introduce the student to the type of problems he/she will encounter on the college aptitude tests, pinpoint the student's weaknesses, and then, through practice and drill, improve the student's performance.

The program helps to relieve fear by familiarizing the user with analogies, sentence completion, math reasoning, quantitative comparisons and graphs. (These are all areas covered on the College Boards.) The student begins by taking a sample test on the computer. The program tallies and analyzes the results and finally suggests a course of study. The student then uses the extensive manual (460 pages) and the computer for drill and practice. Periodically he takes more sample SAT tests and charts his progress. We find the major strength of this program is its ability to quickly identify the areas in which the student needs work.

A student should have no problem learning to use this program by himself. However, we would like to emphasize that only dedicated application will result in

TOTAL 19 RATING

	DISK	
ITEM #	1035D	
SUG. RETAIL	$79.95	
H.S.G. PRICE	**$71.95**	
BONUS STAMPS	288	

improved scores. The program was designed by Doris Selub, Reading and Assistant Superintendent, Freeport Public Schools, and Morton Selub, Director of the College Entrance Institute. The program has a sound educational foundation and is well worth the time and effort required to master it.

CYBERLOGO TURTLE
RESTON

Logo is a strong, but simple, language that many experts believe will come to replace Basic as the first language programmers will learn. It is particularly useful for novices and children as an introduction to the principles of programming.

We found CyberLOGO TURTLE a wonderfully complete and well designed Logo package. Suitable for both the elementary and more sophisticated programmer, CyberLOGO TURTLE enables you to create electronic sounds, advanced computer graphics, even music!

The clear, easy-to-use, well organized documentation guides you from beginner to advanced Logo programming. One of the most impressive features of CyberLOGO TURTLE is a unique system of menu structures, designed to help you learn Logo; they're called "playground," "school" and "help."

The "playground" mode allows you to program, command by command, and see each command executed.

"School" requires groups of commands to be entered, and once they are completed, you can see what a group of commands do together.

Finally, typing "help" will bring onto the screen an explanation of what you're doing, and guidance if you're having problems.

TOTAL 26 RATING

	DISK	
ITEM #	1041D	
SUG. RETAIL	$79.00	
H.S.G. PRICE	**$71.00**	
BONUS STAMPS	284	

CyberLOGO TURTLE has a fine reference guide, with definitions of terms, sample programs and drills, and practice tutorials.
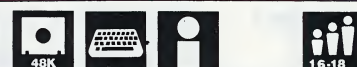
As an easy and effective way to learn Logo, CyberLOGO TURTLE is an *excellent* package and a true value.
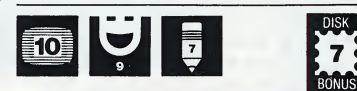
MICROZINE
SCHOLASTIC WIZWARE

Scholastic, long known for its quality children's publications, has now come out with Microzine, an interactive computer magazine for kids. There'll be a new program each month. We will be reviewing them and passing the best ones along.

The program is written in a pleasant, breezy style and is easy to use. Any specific functions demanded of the user are clearly explained by the program and the excellent documentation.

The first section (though you don't have to use the magazine in order) is a Twistaplot adventure. It seems there's an evil plot afoot to change the polarities of joysticks around the nation (make left equal right), and at the same time your friend is calling for help from a haunted house. What do you do? You're the hero in this one as you choose the course the adventure will take. Once you've played it one way, go back and try another.

Another section has an interactive interview with Robert Macnaughton, the young actor who played Elliott's brother in ET. You might ask him what his hobbies are, how he started acting, or what it was like working with ET. He may even ask you a question or two. This is a great feature. There's a surprisingly large amount of information in the interview, and we look forward to others.

Another section teaches you how to make and save your own video/computer

TOTAL 26 RATING

	DISK	
ITEM #	1050D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	**$35.95**	
BONUS STAMPS	144	

poster. It's essentially a lesson in computer graphics. Other features tell you how to add disk drives, make secret data disks and initialize files.

Microzine has entertainment, education and enthusiasm in perfect proportions. It makes the user feel he/she is part of a special club, which we think makes Microzine a wonderful selection for young computer buffs.

DIETICIAN
DIETWARE

Dietician, originally designed to help physicians plan diets for their patients, is so easy to use that it was decided to offer it directly to the general public.

You begin by entering the total calorie amount you will allow yourself a day. If you and your doctor have discussed specific amounts, you may enter figures for the major food elements: carbohydrates, fats, proteins, cholesterol and sodium—or you may use the (average) values supplied by the program.

With that done, you begin to plan your menu.

The program comes with a wide listing of 700 foods (30 varieties of cheese, 17 of beans, 13 milk products…). As you enter the amount of each food you will be eating, the computer will automatically distribute the values on the calorie chart and tell you when you approach the limit you have assigned yourself. You may plan out menus for yourself and/or others for a week, or even a month, in advance.

You might also enter recipes by ingredient, and let the program figure out the caloric values per serving.

With a printer, you can post a week's diet plan in the kitchen or take it with you if you're traveling.
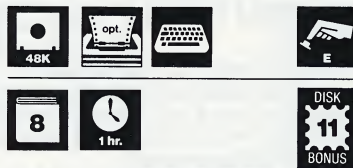
DISK		
ITEM #	1070D	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

Finally, Dietician is a program designed to make the complicated life of a dieter a bit easier. It helps you plan ahead, know what to shop for, keep all your notes in one place, and, one hopes, stick to your diet. You will need a parallel printer to print out your menus.
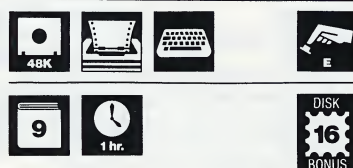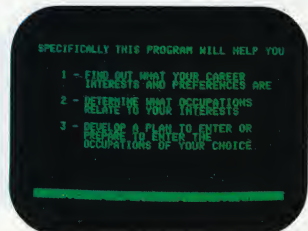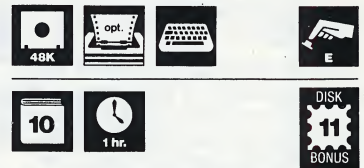
CAREER DIRECTIONS
SYSTEMS DESIGN

You wake up in the morning, stumble to the mirror, and look deeply into sunken eyes. "What do I want to do with my life?" you ask. Whether you're 17 or 37, it's enough to send some people we know straight back to bed.

If you're a teenager, a college student, the parent of one of the above, or an adult contemplating a career change, this program might help you gain valuable perspective. Career Directions is not dissimilar from the standardized tests given to high-school students. It begins by asking a series of questions intelligently designed to get you thinking about what's important to you in a career/job. Not only what type of work—artistic, scientific, etc.—but also less obvious qualities, like whether you prefer routine or varied tasks, and whether you like helping people, leading, delegating authority, using tools, etc.

You rate yourself in basic skills, list your favorite school subjects, and indicate how much time you can spend on education or vocational training. The program uses that information to create a career profile, which is then matched with a list of jobs that might appeal to you. The list is grouped according to the educational requirements of the jobs.

The program can store up to 5 people's profiles at a time and can print out hard copy of the profile and analysis.

Obviously, there are thousands of

DISK		
ITEM #	1067D	
SUG. RETAIL	$59.95	
H.S.G. PRICE	$53.95	
BONUS STAMPS	216	

career possibilities in the wide world, and Career Directions lists only 400, so the program is no substitute for soul searching or guidance counselors. But it is an excellent (and surprisingly fun) catalyst. Maybe you never before realized that helping people and being outdoors were both important to you. Come to think of it, you might really like being a forest ranger—but what will the other senior partners think? Career Directions uses both serial and parallel printers.

HEBREW II PLUS
ANTHRO-DIGITAL

Ma nishtanah ha word processing program ha ze may kol ha word processing programs? What makes this program different from all others is that it writes in Hebrew! The program comes with little stickers that you put on the keyboard so you know which English letter corresponds with the Hebrew one. Not only does the program print Hebrew letters (from right to left, of course), but it also gives you the option of writing with the vowels (nikodot). Type in the vowel right after typing the letter—or go back and add all the vowels at once to a line of writing.

One of the great features about the program, which makes it particularly useful for those involved in Hebrew education, is the ability it gives you to type both Hebrew and English text. You may alternate paragraphs, type columns of word lists, or even insert an English word in the middle of a Hebrew sentence.

There are, of course, some limitations to the program. It is actually more of a text writer than a word processor. You don't have functions like search and delete or justification, and English can only be written in upper case, but you do have the printing and storage capability of a word processing program. Perhaps the best way to think of the program is to think of it as giving you automatic access to Hebrew and English typewriters at the same time.

We're not suggesting that there's a

DISK		
ITEM #	1066D	
SUG. RETAIL	$90.00	
H.S.G. PRICE	$81.00	
BONUS STAMPS	324	

huge market for this program, but we can think of bilingual families and business people, teachers, and seminarians, who should all kvell over Hebrew II Plus.

Maybe you didn't think we would search out and offer a program like this to you? What do you think we are here at The Home Software Guild—chopped liver?

The program is compatible with Apple, Silentype, Epson, or any parallel printers with graphic capabilities.

THE AEROBICS MASTER
FREE LANCE

The Aerobics Master is a personal exercise diary, and perhaps the perfect gift for the Californian in your life.

If you do any kind of aerobic activity regularly, the program helps you record your exercise data on a day-to-day basis, and keep track of any progress you make.

Each time you engage in aerobic activity, you may enter data on the following items: date, place, activity, distance, duration, speed, heart rate (start/end) and weather conditions. You may also enter comments: whether you had a good run, or pulled a hamstring.

The file is most helpful when used to monitor activities like running, walking, cycling and swimming. However, its use is not limited to these activities.

When you want to see a record, you have a number of possibilities. You may get a record of a particular date, or of a 2-week period. You may also ask to see a record for a specific activity over the course of a year. Or you may want a file of all races you ran, or all days you ran at least 5.2 miles. The program will compute average distance and speed-per-mile for each file you request.

The Aerobics Master is based on concepts developed by Dr. Kenneth Cooper in 1960. He has assigned aerobic point values to specific activities. With the program's help, you can find out the aerobic point value for your own exercise session. If you want to know more, the documen-
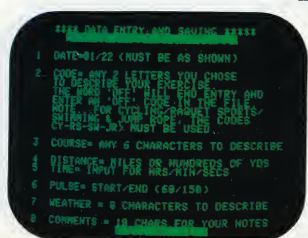
DISK		
ITEM #	1068D	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

tion can direct you to several related books.

Though the program is not difficult to use, it has one particularly apparent flaw. You may enter only one activity per day. If you exercise twice a day, you must either average the data into one entry or keep separate disks for morning and afternoon sessions. This program is set up for a parallel printer, but uses other types, with adjustments.
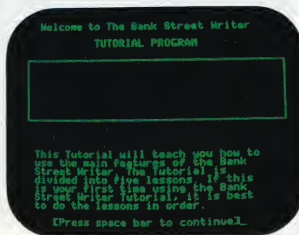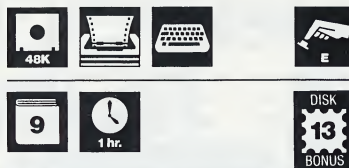
BANK STREET WRITER
BRODERBUND

Bank Street Writer is a terrific home word processing program. It's not very complex, but it is very friendly and does all the basic things that you need in a word processing program, like insert/delete, line center, word wrap and search/replace. The software contains a tutorial (excellent) and the documentation is clear and complete. However, if you've ever worked on a computer before, you may not even need it. A display at the top of the screen tells you, at all times, what mode you're in. When you are editing, it lists all your options and suggests which one you might want to do next. It's fairly hard to make mistakes, and nice and easy to correct them if you make them.

We put a friend of ours on Bank Street. His only previous experience with computers had been playing Pac Man—yet he was up and writing within 20 minutes.

The only thing that may take getting used to is that the program is not "screen oriented," e.g., though it prints 80 characters, it shows only 40 characters at a time on the screen. Until you become more familiar with the program, you may want to print drafts to make sure you're getting what you intended.

We feel the program would be ideal for personal correspondence, creative writing, and school papers or reports. It is certainly simple enough for grade school

DISK	
ITEM #	1056D
SUG. RETAIL	$69.95
H.S.G. PRICE	**$62.95**
BONUS STAMPS	252

children; in fact, it was developed specifically for kids at the Bank Street School in New York City.

We were pleased to note that Bank Street Writer is one of the programs that is compatible with Sensible Speller, an excellent spell-check program.
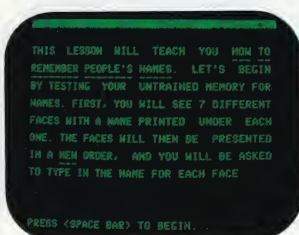
Bank Street Writer is designed to use any serial or parallel printer.

THE SENSIBLE SPELLER
SENSIBLE

The Sensible Speller is a powerful spelling checker with professional applications. It's designed to work with the Apple II + and the Apple IIe with DOS 3.3, and other Apple-compatible computers.

The Sensible Speller features an 80,000 word dictionary. With 2 disk drives, the program has the capacity to accept an additional 10,000 words entered by the user. This is a tremendously useful feature for anyone using technical or unusual words.

When the program runs across a word that isn't in its dictionary, it flags the word and displays it on the screen in context. At that point, you may correct the word, ignore it, or automatically add it to your dictionary.

When a misspelled word is located in the text, you may replace it individually or instruct the computer to do a global replacement, i.e., replace every instance of the word.

A wild card search enables you to find words in the dictionary that you don't know how to spell. Tell the computer as much as you know. Using that information, it will suggest a list of correct spellings.

The documentation is complete, but because it covers use with so many word processing programs, you'll have to wade through it to find what's applicable to your system.

A nice added touch—the program comes with an old-fashioned spelling checker: a hardbound copy of the 74,000-
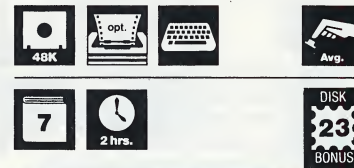
DISK	
ITEM #	1064D
SUG. RETAIL	$125.00
H.S.G. PRICE	**$112.50**
BONUS STAMPS	450

word Random House dictionary.

The Sensible Speller is compatible with the following word processing programs: all versions of Apple Writer, Bank Street Writer, Format II, ED, Executive Secretary, Letter Perfect, Magic Wand, Magic Window, PIE, PIE Writer, Super Script II, all versions of Super Text, Screen Writer, Super Scribe, TXT/ED, Write Away, Write On, Word Handler, Wordstar and, we are told, "many others." It isn't compatible with Easy Writer and Easy Writer Pro. Printer is optional.

THE EINSTEIN MEMORYTRAINER
EINSTEIN

There are those of us who have a memory like a steel sieve—can't match the name to the face, or the face to the number. The Einstein MemoryTrainer can help; it's not a brain transplant, but it does teach tried and true mnemonic techniques in a really fun way. Anyone might find it useful, but particularly those with demanding short-term memory requirements: students, executives, or those who have to deal with the public frequently.

Essentially, the program teaches you that list-type information is much easier to remember if you use techniques like visualization, association or linking. Methodically, you learn to apply these techniques to your own lists. As you create your own peg words and loci (maps) to help you remember, you can store them in the computer and later incorporate them into your own drills. At the end of each section there are practice memory quizzes. You can determine the number of things to be remembered, how long you will have to study the list, and whether or not they will be hard or difficult lists to remember. Objects like dog or apple are easy; words like liberty or triumph are hard.

At the end of the program there is a surprisingly fun game called memory mix, in which you must bring together all the different techniques you have been taught during the course.

DISK	
ITEM #	1072D
SUG. RETAIL	$89.95
H.S.G. PRICE	**$80.95**
BONUS STAMPS	324

We want to stress that this program can't change someone's memory capacity, but it can and does teach you how to use your memory more efficiently.

The program, unlike so many home/information programs, has simple, appealing graphics and was a real pleasure to go through. All the time we were learning we felt as if we were playing a game.

FORMAT-II
KENSINGTON MICROWARE

Format-II is a fascinating word processing program, which we're very pleased to be carrying. It has almost all the features that characterize a professional word processor program, yet the designers have gone to great lengths to create a program that the novice can easily use. For instance, a command line at the top of the screen tells you, at all times, the mode you're in: edit, search, etc., in addition to the page and line you've reached. Whenever possible, commands are easy-to-remember single key strokes.

Some of the advanced features of the program are: global search and replace, underlining, line centering, multiple pagination, headers and footers, column and decimal point alignment, double spacing, flexible tab setting, and multiple text columns. These last two allow Format-II to be used to write movie or TV scripts or to simulate magazine format. (And you can even use the program to write checks.)

In addition, there's another feature that really gives us a thrill: a data base which can keep up to 500 names and addresses, merge them into form letters, and even print labels! This is a highly unusual utility to find in such a reasonably priced system. What's more, it's easy to get into the data base to add, delete, or revise information.

At the time of this writing, we talked to Kensington, who told us they just tested Format-II with Sensible Speller—a strong
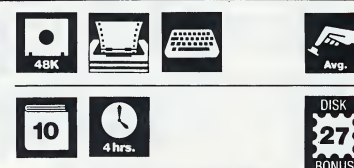
DISK	
ITEM #	1069D
SUG. RETAIL	$150.00
H.S.G. PRICE	**$135.00**
BONUS STAMPS	540

spell check—and the programs matched perfectly.

Documentation is excellent. Because every effort has been made to make the program compatible with many serial and parallel printers, installing a printer may be a bit complicated.

You will need 64K and an 80-column board for Format-II. Apple II + owners will need a shift-key modification kit, which they can get from Kensington for $5.

MICRO COOKBOOK
VIRTUAL COMBINATICS

Micro Cookbook is an extremely versatile program that contains over 100 recipes and can file many of your own. It also prints a list of ingredients and can compute how much you will need of each item, depending on how many people you are planning to feed.

The program's recipes cover a wide range of international entrees from duck à l'orange to chili con carne. Though we didn't cook any, our resident expert said they looked better than average and simple to prepare.

Though the recipes are not listed alphabetically, they are filed by category and ingredient. You could, therefore, request a file on salads or a file on all recipes with basil. Another feature allows you to select all salads with basil in them.

We appreciated being able to store our own recipes. No more thumbing through greasy magazines when planning a large dinner. Just scan the list. The computer will print out the ingredients and correct proportions for your recipes as well as its own. Other features include useful sections on measurements and cooking terminology.

MC is easy, and when used to its fullest, satisfies a real need. A friend told us the following story. Before work she sat down with the program and found the salad and dessert to go with her sole florentine. By 3 pm she knew who was coming for dinner so she phoned home.

DISK		
ITEM #	1057D	
SUG. RETAIL	$40.00	
H.S.G. PRICE	$36.00	
BONUS STAMPS	144	

Her son ran an ingredient list and checked it against the larder. He read her the results, and she picked up what she needed on the way home.

We suggest you use a printer with the program and take the hard copy, not the hardware, into the kitchen.

Postscript: Our friend's dinner was a huge success. Her boss loved her cooking and her computer proficiency. She got a million-dollar raise. This program will operate with any printer.

STAMP KEEPER
QUILL

Philatelists, the computer age beckons. STAMP KEEPER is a sophisticated filing/inventory program that has been designed with the stamp collector or philatelic professional in mind.

The computer automatically assigns each entry an inventory number and asks you to make preliminary designations, citing the country and condition of the entry and whether it's a mint sheet or plate cover. Aside from these points, you decide what facts will be useful to you in your records.

Various files allow you to record purchase price, sale price, current market value of the stamp, and any profits you may have made. When a stamp leaves your collection, you may elect to delete it from your records or use the History File, which records all items you have sold during a given period of time.

The Stamp Inquiry function allows you to view, with one command, all the information you have on a specific stamp.

Print Inventory lets you print hard copy of all or any part of your inventory.

It's fairly easy to edit, enter or delete information, but read the documentation carefully. You must be thorough or the program's value as a cross-indexed inventory will be lost.

There is no limit to the number of stamps you may enter. The system "knows" when a disk has been filled, and will instruct you on how to set up another.
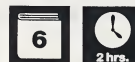
DISK		
ITEM #	1059D	
SUG. RETAIL	$49.00	
H.S.G. PRICE	$44.00	
BONUS STAMPS	176	

Once correctly initialized, the program will tell you which disk it may need to provide you with a particular list.

Stamp Keeper is well thought out, but it was designed for the serious collector—someone who buys, sells or trades on a regular basis. The casual collector who wants to list his collection might find his needs better served by a basic home filing system.

This program will support only a parallel printer.

FAMILY ROOTS
QUINSEPT

We feel that you should be warned up front that FAMILY ROOTS is not an easy program to use. However, we carry it because the program is very thorough, and because it is the best one available for the professional or individual interested in genealogy.

Basically, this program allows you to enter genealogical data, update it, search it, and sort it, in a variety of ways—and, of course, print out the information at your convenience.

Family Roots is divided into several sections, many of which you will use in combination. In the first part, *Edit,* you enter raw genealogical data: date and place of birth and death, address, occupation, mother, father, children, and spouse(s).

Chart prints several types of genealogical charts: free-form charts, 4-generation pedigree charts, and a special 1-page, 6-generation pedigree chart.

Sheet prints or displays your data, organized by person or family group, using the Mormon format.

Lists helps you build indexes of names in various ways—numerically, alphabetically, or by similar first or last names.

Search lets you search your data base for specific information or combinations—by occupation, birthday, geographical location, etc.

Text allows you to store arbitrary amounts of free-form notes on people

DISK		
ITEM #	1060D	
SUG. RETAIL	$185.00	
H.S.G. PRICE	$166.50	
BONUS STAMPS	666	

or family groups in the data base.

We told a friend, who writes family sagas, about the program. He went absolutely nuts and is going to throw out all his sloppy charts, once he has everything on disk. For people like you, and like us, who only *live* a family saga, Family Roots can be just as useful.

Family Roots is set up for a parallel printer, but a serial printer can be installed.

ROADSEARCH
COLUMBIA

While Roadsearch won't put the world at your fingertips, it does put the continental United States and most of Canada within driving distance, which is some accomplishment.

This program is designed to help you map out a route to wherever you want to go while computing distance, driving time and gallons of gas needed.

The most powerful feature in the program allows you to plot the shortest route from point A to point B. If, however, you are in Hartford and want to go to Chicago by way of Topeka, it will plot that course for you as well.

The data base includes 372 cities and over 6900 miles of interstate highways and major through roads.

First, find out if your destination is listed by calling up the scrolling list and typing in the city's first initial. With a simple command, the program will print or list a route that includes all cities and roads along the way, driving time, distance travelled and gallons of gas used. As the computer must process a tremendous amount of information, long trips may take some time to be computed.

Other features allow you to revise the data base if, for instance, you know of a new road that alters the distance between 2 points. You may also get a list of all roads leading out of a city and, for com-

DISK		
ITEM #	1058D	
SUG. RETAIL	$34.95	
H.S.G. PRICE	$31.45	
BONUS STAMPS	126	

parison's sake, compute the flying time of any route.

RS is not meant to replace your maps, but it can be incredibly useful when used with them. Certainly you will want to do other research if planning a scenic trip.

The program is easy to use and the documentation is superb. The program is best utilized with a printer, thus allowing you to take your itinerary on the road.
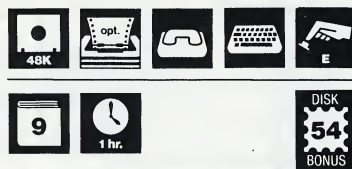
DOW JONES MARKET MANAGER
DOW JONES

Dow Jones Market Manager is not a market analysis program. Rather, it is a powerful tool geared to the serious investor or broker who wishes to maintain one or more stock portfolios.

You dial the Dow Jones quotes service. The software "requests" current value quotes on your portfolio, and then performs the appropriate math to print a report that shows you the current value of your portfolio. The program allows up to 26 portfolios of up to 150 open tax lots.

DJMM is not difficult to use and is extremely comprehensive. It allows for buying, selling, short sell transactions, buy to cover, stocks, options, bonds, treasuries, and mutual funds. It also allows realized and unrealized gains/losses (long term/short term), puts and calls, partial liquidations, and the exchange of existing positions.

Plus, it produces the following reports: valued holdings in portfolio or security sequences, multiple portfolios with security cross-referencing, realized gains/losses and year-to-date transactions.

The package includes an access password to the Dow Jones News Retrieval Service and one hour free time—a $100 value. (Updating a 28-stock portfolio requires approximately 3 minutes on line.) As Dow Jones adds new data base

services, users are given 1/2 hour free time.

Dow Jones Market Manager is compatible with Apple II+, Apple IIe and Franklin. It requires a DC Hayes Micromodem and, if you wish to print reports, 2 disk drives. Dow Jones claims this package will use almost any printer.

	DISK	
ITEM #	1065D	
SUG. RETAIL	$300.00	
H.S.G. PRICE	$270.00	
BONUS STAMPS	1080	

VISICALC
VISICORP
CDEX TRAINING FOR VISICALC
CDEX

VisiCalc is an incredibly powerful electronic spreadsheet.

Once a user has entered formulas and numbers, it's an effective problem-solving and forecasting tool, designed to answer questions like "How much?"… "What if?"…and "How will this affect…?"

VisiCalc has no menu. Rather, it has a list of 14 commands that allow you to set up rows and columns of numeric information, and then search through them and add, delete or revise.

The size of your worksheet is largely determined by your computer's memory. Here are approximate figures: With 48K–50 columns and 50 rows; with 64K–63 columns and 70 rows; with 128K–63 columns and 127 rows.

Besides portfolio analyses and sales reports, you can use VisiCalc for figuring out how different mortgage payment plans might affect your cash flow, or for forecasting how much you can spend on your next vacation.

The documentation for VisiCalc is thorough, but formidable to wade through—which is why we're offering Cdex.

Cdex is a terrific interactive tutorial. You'll learn key words, how to move the cursor on the spreadsheet, enter formulas, and save and retrieve work. There's also a handy reference disk with short (one-minute) reviews on the major functions.

With Cdex, even someone with no previous spreadsheet experience can learn to use VisiCalc. Most serial or parallel printers are compatible.

	VISICALC	CDEX
	DISK	DISK
ITEM #	1054D	1055D
SUG. RETAIL	$250.00	$59.95
H.S.G. PRICE	$225.00	$53.95
BONUS STAMPS	900	216

PFS FILE
PFS REPORT
PFS GRAPH
SOFTWARE PUBLISHING

Dynamo! Dynamite! Data base, let's fight! As a team, the 3 PFS programs, File, Report and Graph, make up a strong, flexible and easy-to-use home data base package. Together, they will help you organize information, search and sort it into reports, and illustrate those reports with graphs. However, because the programs lack advanced numeric capability, they have rather limited business use. Still, they would probably be ideal for applications like inventory, requiring simple 4-function math.

Before reading the following program descriptions, you might want to refer to the definition of data bases in the back of The Buyer's Guide.

File is an extremely versatile program that allows you to organize information into whatever format makes sense for you. Think of it as a sophisticated card index. You may designate fields in a particular record by number, letter or keyword. You may also make long, free-form notes on your record.

Remember, think of it as a File card. You write whatever you want, wherever you want to, on the card.

If, for instance, you were setting up a personnel file, you would designate each record by name, but your fields might include age, skills, educational level, etc. If you went on to write several paragraphs describing the person, you might then choose key descriptive words from the text and make them into additional fields. Later, if you needed to, you could search your records to come up with a list of all employees who were self-starters, could operate a key punch, and didn't smoke. This freedom in formatting also makes File ideal for research projects and recipes.

Each file is a separate disk. A file can hold 1100 records if each record is only one page long. Records can be as long as 32 pages, but that reduces the number of records available.

File will sort your records and run simple reports like mailing lists, but it has no arithmetic capability.

To help remedy the lack, PFS created Report. Report will take numeric information from File and do the addition, subtraction, multiplication and division required to run reports. However, it is limited to the above 4 functions, and only 3 of the 9 available columns in a report may be derived columns.

Graph takes information from the File data base, and plots bar, pie and line graphs to illustrate it. You could, for example, use the program to make a pie graph illustrating minority representation in your company. Graph will search out and interpret numeric data directly from File.
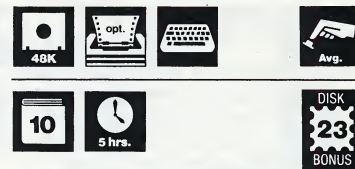
FILE	II +	IIe
ITEM #	1396D	1397D
SUG. RETAIL	$125.00	$125.00
H.S.G. PRICE	$112.50	$112.50
BONUS STAMPS	450	450
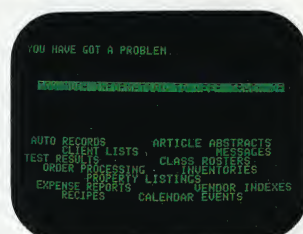
REPORT	II +	IIe
ITEM #	1398D	1399D
SUG. RETAIL	$125.00	$125.00
H.S.G. PRICE	$112.50	$112.50
BONUS STAMPS	450	450
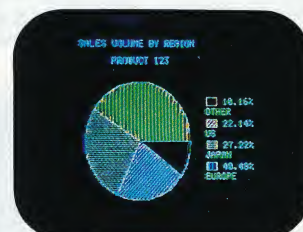
GRAPH	II +	IIe
ITEM #	1400D	1401D
SUG. RETAIL	$125.00	$125.00
H.S.G. PRICE	$112.50	$112.50
BONUS STAMPS	450	450

What we particularly like about the program is that it will make graphs from VisiCalc files or from information you enter directly on the keyboard. File and Report use Epson, Silentype, Okidata, or other Pascal-compatible card/printers.

Graph will use the Silentype, Epson, or any (other serial interface) printer with graphics capabilities, or the HPM-7470A plotter.

THE WITNESS
INFOCOM

The year is 1938. It's just another hot night in the City of Angels and you're trying to make it through without coughing yourself to death. You're working on a case; it's ugly, but no more so than a dozen others you've seen in Hollywood. It seems this diamond-dripping society dame did herself in, and now some low-life bum is putting the screws to her husband, Mr. Linder.

You get an urgent call to go to the Linder place. While you're there, someone takes out the old equalizer and pumps Mr. Linder full of hot lead. He runs before you get a good look at him.

You've got 12 hours to work through a maze of twisted motives, cheap alibis and sordid lies.

Could it be the butler, Phong? Maybe it's Monica, the spoiled daughter? Underneath the giggles there lurks a viper. Or maybe it's Stiles, the dead dame's boy-friend. This is real life, pal; everyone's got a motive.

In The Witness you will search the mansion and the grounds, interview the suspects, and read through police files to find the answer. Don't bother guessing; you can't win unless you have the evidence to make your accusation stick.

The documentation is fantastic. You are given a facsimile of a 1938 newspaper with an account of the suicide, a copy of the suicide note, and *The Detective Gazette*, a manual which looks just like a 1930's pulp magazine.

The program accepts a wide range of commands in plain English, though when it talks back to you, it may sound more like an old movie.

Apply yourself. Every move you make counts as another minute on the clock. If you fail…it just might mean the big sleep.
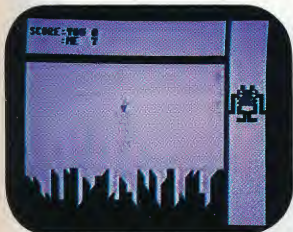
DISK	
ITEM #	1209D
SUG. RETAIL	$49.95
H.S.G. PRICE	$44.95
BONUS STAMPS	180

TOTAL 25 RATING
DISK 9 BONUS

ENTERTAINMENT

▼
FACEMAKER: It's like Mr. Potato Head on a computer. Make funny faces, make them do funny things. Make your parents get their own game. (Take your fabulous face over to page 51)

▼
JUMPMAN: Jump from ladder to rope, scale dizzying heights, bridge perilous gaps, dodge speeding bullets. Have a nice day. (Page 50)

▼
FROGGER: It's not easy being green, but it is a riveting good time. Now one of the biggest arcade hits is available for your Commodore (Hop over to page 50)

GORTEK AND THE MICROCHIPS
COMMODORE

Knowledge is power.

The documentation/manual for Gortek opens with the following scenario. It seems the planet Syntax is being invaded by the Zitrons. Only the master computer, if it's been programmed correctly in Basic, can defend the planet and there's only one person who can do that programming—your computer kid.

That's where Gortek, the robot, comes in. He teaches you simple routines (in Basic) which you'll need to save the planet. You'll learn elementary loop structures like "for" and "next," plus "if then" structures, "Goto" statements, and inputting variables.

What you are really learning are the elementary principles of computer logic, and the precise, linear approach needed to go on to more advanced programming. Not only does Gortek teach you how to defeat the evil aliens, but he also teaches the new intergalactic gospel—computers don't have to be mysterious.

We found Gortek a wonderful way to introduce kids to Basic. They read through the manual and do the practice exercises on the computer. The manual comes with cartoons, games, reviews and quizzes. It was designed for kids between the ages of 10 and 13, but we feel that 13-year-olds might find it a bit easy. On the other hand, younger children can use the program if they have a little parental guidance.

Gortek was designed by 3 elementary-school teachers, who obviously are sensitive to the way children like to learn.

CASSETTE	
ITEM #	1226T
SUG. RETAIL	$24.95
H.S.G. PRICE	$22.45
BONUS STAMPS	90

TOTAL 24 RATING
CASSETTE 4 BONUS

EDUCATION

▼
COCO: This is the software that will teach you about the hardware. Learn how your computer works…and some elementary programming too. (The road to knowledge begins on page 53)

▼
TYPE ATTACK: Learning to type can be an adventure not torture. A combination of drill and arcade action allows you to increase your speed while saving the world. (Shift over to page 53)

QUICK BROWN FOX
QUICK BROWN FOX

The Quick Brown Fox has some limitations, but for the money, it's the best word processing program we've seen for the Commodore 64. Its tremendous range of features almost puts it in a class with basic professional word processors.

Some of these features are: tabs, proportional spacing, global underlining, pitch control, automatic pagination, and search and replace functions. You can even use it with a modem to send text over the phone. These features make the program suitable for the student or even a professional writer who will be processing large amounts of text.

However, some aspects of the program might, at best, be termed cumbersome. The program is not "screen oriented," which means that what you see on the screen is not necessarily what you'll see in your printed copy. Until you become more familiar with the program, you'll have to print drafts to make sure that your format specifications are being met.

Furthermore, when you want to edit, you must pop the designated lines out of the main body of text and move them down to the bottom of the screen for revision.

Also—you may find, as you process more and more text, that your cassette storage system is not particularly efficient. However, because QBF is on cartridge, you may maintain the program while upgrading to a disk storage system.

The documentation for QBF is complete, but tends to wander a bit.

If you take the time to get used to the program's idiosyncracies, you will be amply rewarded.

QBF is a tremendous accomplishment. It offers the Commodore owner options that many programs 5 times the price do not.

QBF is compatible with any Commodore or parallel printer.

CARTRIDGE	
ITEM #	1229C
SUG. RETAIL	$69.95
H.S.G. PRICE	$62.95
BONUS STAMPS	252

CART 13 BONUS

HOME MANAGEMENT/ INFORMATION

▼
PRACTICALC 64: Great news for the Commodore owner. At last a spreadsheet that does everything VisiCalc does…and even more. (Crunch those numbers starting on page 54)

▼
THE HOME ACCOUNTANT: A super sophisticated home finance program that's easy to use. Keep track of cash, checks, credit cards…up to 100 categories and budget/actual comparisons too. (Make your first entry on page 54)
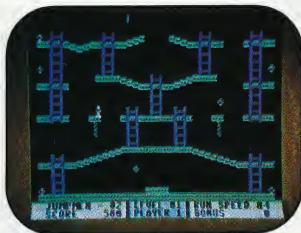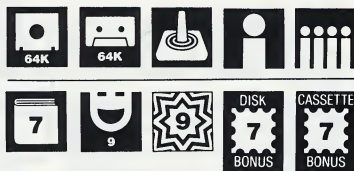
JUMPMAN
EPYX

If you like lots of non-stop action and maybe even a bit of strategy in your game, Jumpman may be for you.

This time, your arcade alter ego is the fearless Jumpman. On his quest to collect bombs, Jumpman must jump from ladder to rope, bridge perilous gaps, and hitch rides on floating elevators. He will dodge speeding bullets, pesky robots and other scary surprises.

Graphics are good, but what really makes us jump for joy is the game's flexibility. One to 4 people may play any of the 30 skill levels. You may also choose one of 8 possible speeds for your Jumpman.

This is a good play value for the money and since the skill level may be controlled, it should suit kids from 9 to 90.

TOTAL RATING 25

	DISK	CASSETTE
ITEM #	1203D	1202T
SUG. RETAIL	$39.95	$39.95
H.S.G. PRICE	$35.95	$35.95
BONUS STAMPS	144	144

REPTON
SIRIUS

What intergalactic chutzpah! The Quarriers have landed and are stealing, actually carrying away, hunks of your city to make their own base. From high above the city, you try to fight them, but they send wave after wave of saucers and nova cruisers against you. You dart around on the scrolling screen, doing what you can. The action is fast, with authentic arcade sound effects. We really loved the radar display at the bottom of the screen, which warned us of approaching ships—a very nice touch.

If the aliens build their base and you survive to see it, you are treated to a view of total surface destruction before the action moves underground. There you must fly and fight your way past the enemy's underground fortress. You might write us a letter if you get out of there, but we're not anticipating a lot of mail.

TOTAL RATING 25

	DISK	
ITEM #	1221D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

FROGGER
SIERRA ON-LINE

Kermit wasn't joking when he said, "It's not easy being green." Frogger has it tough, but you'll have a great time with this, the best computer rendition we've seen of the arcade favorite.

You must get Frogger home, but first he'll have to cross 3 lanes of speeding traffic. Then there's the river. Hop on a turtle's back, then jump on a log. Please be careful—those turtles go under sometimes and falling off a log...well, it's as easy as falling off a log. Frogger can't swim.

You can earn extra points by rescuing pink frogettes or eating a fly. Bring Frogger home 5 times and you will be rewarded (sic) by even faster traffic and some snapping alligators. Requires color graphics adapter.

TOTAL RATING 24

	DISK	CASSETTE
ITEM #	1205D	1204T
SUG. RETAIL	$34.95	$34.95
H.S.G. PRICE	$31.45	$31.45
BONUS STAMPS	126	126

BENJI'S SPACE RESCUE
HES

Benji (the famous movie dog) to the rescue! Aliens have kidnapped our scientists and hidden them on the 9 planets of our galaxy. Only Benji can save them.

Space Rescue is more than an arcade game. It is almost an adventure/strategy game for young kids. Benji has to scan planet maps to see where the captives are hidden, refuel his ship, and figure out distances between planets. Once he's on his way, of course, he'll do battle with drones and meteors before he can teleport the scientists aboard. If his ship is overloaded, he may have to make several trips. This could be risky because each mission has a time limit.

The game was designed for kids between 9 and 13, but we're afraid it may be hard for them the first time. We suggest that parents start them off. The game is ideal for kids who want more than a simple shoot-'em-up.

TOTAL RATING 21

	DISK	
ITEM #	1213D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

NEUTRAL ZONE
ACCESS

Your point of view is from the gunnery officer's window as you line up the cross hairs and try to blast into oblivion the intruders who threaten your base ship.

In Neutral Zone, you feel as if you're really there, as you move back and forth across the scrolling screen. The space background of stars and meteors is lovingly drawn to give a sense of 3-D.

At first, hitting the ships is easy, but once you're out of level 1 (there are 6 levels and you may enter on any one), just getting them in your sight isn't enough. They move faster and dart about the screen. Develop a second sense about trajectory and lead time, if you hope to save your orbiting home.

If the aliens get through, the base ship turns beet-red and explodes. Stop them! Your only change of clean clothes in 7 galaxies is on that ship.

TOTAL RATING 26

	DISK	
ITEM #	1220D	
SUG. RETAIL	$35.95	
H.S.G. PRICE	$32.35	
BONUS STAMPS	129	

ATTACK OF THE MUTANT CAMELS
HES

Rapid fire, responsive action, supersharp graphics and plenty of game factors make Attack of the Mutant Camels a very satisfying arcade experience.

The play style is not unlike Centipede. You rove a scrolling energy grid (which will sometimes be invisible), firing at the camels and the segmented droids. These droids dart across the grid and quickly descend to the next level. If they touch you, you die, and if you split them up with your fire, there are more of them to touch you. X and Y zappers roam the outskirts of the grid, tracking you with deadly energy beams.

You may select any of the first 6 levels of play, but there are 12 more you'll have to earn. The designer told us that there are seven mystery bonuses hidden in the game, but he wouldn't tell us what they were. We suppose that's what makes them a mystery.

TOTAL RATING 25

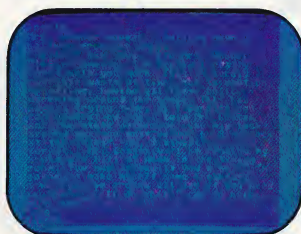|	CARTRIDGE	
ITEM #	1222C	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

DEADLINE
COMMODORE

Sherlock move over; tell Miss Marple the news. If you love a mystery (and we're not talking about your disk operating system here), then this is your program. In Deadline you have been invited to the Robner mansion because poor Mr. Robner has died before his time. Some say it was suicide, but his lawyer thinks it was murder. He has heard about your sleuthing abilities, and so he's asked you to investigate. There is a problem though: the will is due to be read the next morning. You have only 12 hours to figure out who did it, why, where, how and with what.

During this time you will use the keyboard to interview suspects (there are six of them), search the house, witness all sorts of sinister goings on and pore over police and lab reports.

The documentation is clear and fun to read. You have a surprisingly wide range of questions and actions open to you, but you must be prepared to spend some time with this program. You must learn the commands, read reports and study the clues. If you like a challenge, this one is a real brain twister and well worth the effort.

You can't flip to the last page to find out who did it, but you can save the game so you won't have to retrace your steps when you work on it again.

We could help you out and tell you the butler did it, but then again we could be lying.

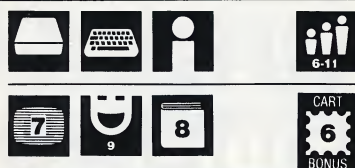| DISK	
ITEM #	1207D
SUG. RETAIL	$49.95
H.S.G. PRICE	$44.95
BONUS STAMPS	180

TOTAL 23 RATING

FACEMAKER
SPINNAKER

There's no reason to hide it FaceMaker has some appealing qualities. It helps introduce a youngster to the idea of inputting commands, and it may help develop memory and concentration. However, what it really does is let a kid draw funny faces and make the faces do funny things. It's a high-tech Mr. Potato Head.

First your child picks the pieces he needs to build the face. He has 6 choices each for hair, eyes, ears, nose and mouth. (You must use all the features in the face or it won't work.)

In the second section, your child animates the face. He has 6 commands to choose from: ear wiggle, cry, wink, frown, smile and stick out tongue. Using these commands (up to 30 times in a sequence), your child essentially writes his first program. With the delay key, he can have the face pause between each expression or do all of them at once.

The final section of the program is a memory game. The computer animates the face and challenges the child to repeat the sequence. Each time the child gets it right, the computer adds one more expression to the series.

Now it makes good sense for kids to love this game, but we've seen several adults turn into big bullies and try to hog the game. Please fight the urge. Making funny faces is a special prerogative of the young. Think of it as a trade-off for not being allowed to stay out all night on Saturdays.

CARTRIDGE	
ITEM #	1219C
SUG. RETAIL	$34.95
H.S.G. PRICE	$31.45
BONUS STAMPS	126

TOTAL 24 RATING

JAWBREAKER
SIERRA ON-LINE

In Jawbreaker you are a grinning set of chomping teeth, trying to eat all the candy as you travel through a maze of constantly moving walls and doors. If you're not careful, you can lose teeth on a hard candy. However, a quick, energizing snack will give you the speed advantage needed to eat those smiling suckers. At the end of a round, your teeth are brushed to avoid cavities and you go on to one of the next 28 levels.

Jawbreaker's moving doors and chomping teeth offer some things that Pac Man doesn't, and some of our younger friends have preferred it. At higher levels, however, the challenge of the game does not really keep pace with Pac Man. The speed increases, but the screen remains essentially the same.

CARTRIDGE	
ITEM #	1206C
SUG. RETAIL	$34.95
H.S.G. PRICE	$31.45
BONUS STAMPS	126

TOTAL 21 RATING

EVOLUTION
SYDNEY

The concept of survival of the fittest has been around for ages, but this is the first time we've seen it illustrated in an arcade game. The object is, quite simply, to stay alive long enough in a hostile environment to evolve to the next higher life form (and screen).

You begin as an amoeba floating in the primal soup. You must eat DNA molecules and avoid the spores and microbes. As a tadpole, you must jump to catch flies while dodging the killer fish. If you make it to level 4 (there are a total of 6), you will be a beaver who must retrieve logs for his dam in alligator-infested water. Finally you become a human who battles mutants with a laser pistol. If you win, you are rewarded with a computer-generated view of Armageddon. It's not optimistic but it's inventive and fun.

DISK	
ITEM #	1223D
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 22 RATING

EARLY GAMES FOR YOUNG CHILDREN
COUNTERPOINT

Early Games For Young Children is a program of 9 games designed to help your preschooler master important developmental skills while having fun.

For example, in the Alphabet game, a letter is displayed on the screen and the child is asked which letter comes next.

In the Name game, the parent types in the child's name, which is then displayed in large letters on the screen.

The most fun game is Draw. The child can draw brilliantly colored geometric pictures by using several of the keys on the keyboard. It's fun—and it can also help the youngster develop spatial-relationship skills.

It would be nice if the program were easier for the child to use alone and if it gave a bit more positive reinforcement, but we believe that if parents work alongside their children, these problems can be overcome.

DISK	
ITEM #	1214D
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

TOTAL 23 RATING

ZORK I, II, III
COMMODORE

A person could find himself in Zork heaven with this trilogy of adventures. In all of these programs you will find some of the most richly detailed, fantasy/adventure prose ever written for a computer. Each episode is complete unto itself, yet each one adds to the splendor of the "Zorkian" universe.

First, some notes about the series as a whole. You will enter a world of treasure and plunder, ogres and trolls, high hopes and false leads. You will be asked to solve puzzles, chart endless mazes, rescue maidens and avoid thieves. You may even have to choose between good and evil.

Make maps of your travels and keep an inventory of the treasures you have taken and the characters you have met. You can pause or save the game while you plot your strategy.

The programs have a flexible vocabulary. They accept compound commands (i.e., Enter cave. Take emerald, not sword) and commands in plain English. This can save hours of frustration, searching for the right word.

In Zork I, you enter the Great Underground Empire, where you must retrieve 20 pieces of treasure. You will explore rivers, forests and caves on your quest. It will be dark and dangerous, so you must master the lantern and the sword.

Zork will give you points for treasure rescued and other acts of bravery, but you must be cautious at times. As a general rule, creatures in Zork fight back. If you have already been wounded, it might be wise to let Zork diagnose your health before you attack. There are severe penalties for dying.

In Zork II, you enter the realm of the Wizard of Frobozz. Sure, he's getting old, but he still has many a nasty trick up his long and flowing sleeve. You will meet a friendly robot, a princess who wants only you to rescue her, and a unicorn.

Zork III is entitled The Dungeon Master. The success of your quest in the deepest reaches of the Underground Empire hinges on discovering the secret purpose of this Dungeon Master. It is he who will oversee your ultimate triumph or terrible destruction. Zork III fleshes out the fantasy world and adds a moral dimension to your journey. This is by far the most difficult of the adventures; beginners should start with Zork I.

We don't recommend these adventures for small children. They're far too difficult. However, D&D fans and anyone who has ever dreamed of being the hero in his own epic adventure will be thrilled for hours at a time. Why sit daydreaming at your desk when you could be using your computer?

TOTAL 23 RATING

ZORK I	DISK	
ITEM #	1210D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	
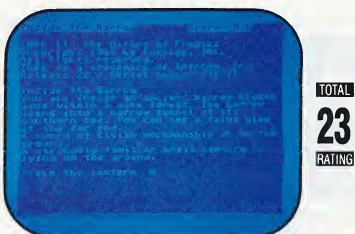
TOTAL 23 RATING

ZORK II	DISK	
ITEM #	1211D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

TOTAL 23 RATING

ZORK III	DISK	
ITEM #	1212D	
SUG. RETAIL	$49.95	
H.S.G. PRICE	$44.95	
BONUS STAMPS	180	

SUPERCUDA
COMM * DATA

More munching fun for you and the Commodore. Supercuda is a maze game that takes place under the deep, blue sea. You are the big fish, eating up all the little fish. Hot on your fins are crabs and fish hooks and octopuses (you can spell it that way, we looked it up). If you eat an electric eel energizer, you can turn around and swallow your aqueous enemies.

Three screens must be cleared before you can go on to the next level so if the chase gets too hot, you might as well swim to the next screen and come back later, when you've caught your breath.

Supercuda plays well and has good arcade sound. Kids who like Pac Man should really bite on Supercuda.
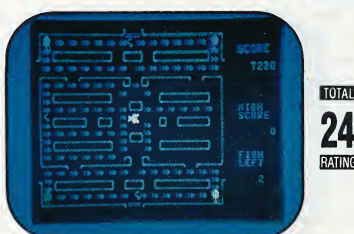
TOTAL 24 RATING

	DISK	CASSETTE
ITEM #	1216D	1215T
SUG. RETAIL	$27.95	$27.95
H.S.G. PRICE	$25.15	$25.15
BONUS STAMPS	101	101

MOTOR MANIA
UMI

Could there be some New York City cab drivers who are moonlighting as programmers?

This is one fun driving game. You start in the gas station and then peel out onto a scrolling screen track. You don't have to drive fast, but the faster you go, the more mileage points you get, and the less wear and tear on your generator.

Of course, if you go too fast, you might crash on a zigzag turn, or hit a log, a pothole or another car. Watch out for the broken glass. It's hard to see and you only have one spare. A control panel, on the right, gives you readings on fuel, mileage, speed and your generator. If you're running low, it's best to pull up and fill your tank.

Motor Mania has 10 levels, and you can enter any one you wish. At higher levels, the other drivers get really reckless.
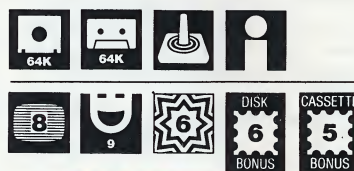
TOTAL 23 RATING

	DISK	CASSETTE
ITEM #	1388D	1387T
SUG. RETAIL	$34.95	$24.95
H.S.G. PRICE	$31.45	$22.50
BONUS STAMPS	126	90

RENAISSANCE
UMI

Renaissance is a nice new name for a good old game, Othello. It's a game requiring strategy and concentration as you try to outflank your opponent's chips with yours. Once you've surrounded him, his chip changes color and becomes yours. Play continues till there's no more space available. The player who controls the board is the winner.

Moves can be made with a joystick or the keyboard. The computer helps in all these ways: 1) it keeps track of turns, 2) you can play the computer's position and make it play yours, 3) you can take back your last few moves, 4) you can ask the computer's advice on a move. There are 8 levels of difficulty.

We found Renaissance a great rendition of the classic game, with features you'd expect to find only in expensive programs like computer chess games.
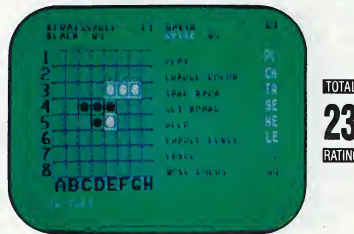
TOTAL 23 RATING

	CASSETTE	
ITEM #	1218T	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

TYPE ATTACK
SIRIUS

Type Attack doesn't take all the work out of learning to type, but there is no doubt that it makes it more enjoyable.

Letters come out of the sky and threaten you with destruction. You can repel their attack with your laser beam by typing those same letters on your keyboard. Type incorrectly and you lose points. A round of the game is over when all the words or letters have been typed correctly. You will then be given a words-per-minute rating.

The program is modeled after traditional typing manuals and includes 15 lessons. You gradually progress from mastery of home-row keys to the typing of long words drawn from all the rows on the keyboard. As you improve, you may want to increase the speed at which you're asked to type. You may also want to add your own personal list of practice words to the program. The documentation shows you clearly how this can be done.

Type Attack is a pleasant way to learn how to type or to improve the typing skills you may already have. Though the program has a solid educational foundation, it emphasizes the game, thus taking much of the agony out of drill and practice learning.

TOTAL 25 RATING

DISK 7 BONUS

|	DISK	
ITEM #	1224D	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

TIC-TAC MATH
COMM*DATA

Tic-Tac Math allows you to get 2 whole kids out of your hair, show them a good time, and improve their skills in basic addition and multiplication—all at once.

It's a tic-tac-toe game, but to win a square, you must solve a problem. If the other player misses a problem, you don't automatically win his square by default. You must earn each square. As you advance in each of the 10 levels of difficulty, you must answer faster.

Though the game was designed to be played by 2 kids, 1 child could play both X and O. Not only would he get double the drill and practice, he'd also be pretty sure of winning the game.

Tic-Tac Math has a simple objective: make math drills fun. With an objective like that, they've managed some good, clean fun—and it's educational, too. Whatever will they think up next?

TOTAL 22 RATING
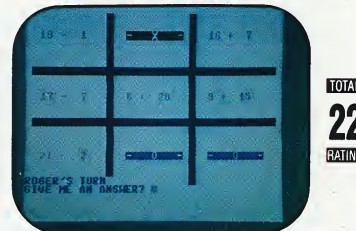
CASSETTE 3 BONUS

	CASSETTE	
ITEM #	1225T	
SUG. RETAIL	$16.95	
H.S.G. PRICE	$15.25	
BONUS STAMPS	61	

COCO
HES

Do you or your children ever wonder what happens *inside* the computer when you enter a command to program?

Coco, using screens depicting such important things as the CPU, the memory address and the registers of your computer, shows you in pictures how your computer translates your commands into action. Coco helps you learn programming the old-fashioned way—you understand each process completely instead of only memorizing commands. Coco doesn't teach the whole Basic language. It's designed to start you into Basic, but with some understanding of the interplay between hardware and software. Since Coco addresses *both* aspects of programming, we feel it can be an important contribution to someone's "Basic" education. This program also comes with a disk, in case you own a Disk Drive.

TOTAL 24 RATING

DISK 7 BONUS **CASSETTE 7 BONUS**
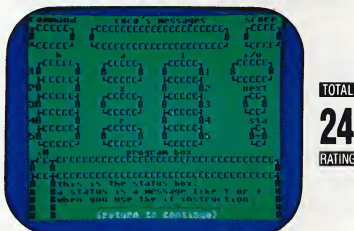
	DISK	CASSETTE
ITEM #	1390D	1389T
SUG. RETAIL	$39.95	$39.95
H.S.G. PRICE	$35.95	$35.95
BONUS STAMPS	144	144

ADD/SUB
BECi

Large-size numbers, a friendly manner, and a variety of options make Add/Sub one of the more appealing drill/practice programs available on cassette.

Add/Sub provides drill in addition, subtraction, and decimal point problems. The material is suitable for a range of ages from preschool through 4th grade.

One-digit problems (preschool level) are presented on the screen with number-group graphics alongside them. If your child can't actually find the sum yet, he can learn how by counting the objects.

Parents may select longer problems, up to 4 digits, and problems that require that a number be carried from one column to another. When doing this type of problem, the child may request a hint. A large arrow will point to the column from which the "borrow" has been made or to which a "carry" must go.

The program allows 7 seconds to solve a problem before it gives the answer. However, parents may change the time span or instruct the computer to wait as long as it takes for the child to do the computation.

If the child inputs an incorrect number, it appears on the screen before being erased. We find this much less demoralizing than having the entire answer zapped.

Add/Sub is not very flashy, but it's flexible and long-lasting.

TOTAL 25 RATING

CASSETTE 3 BONUS

	CASSETTE	
ITEM #	1228T	
SUG. RETAIL	$16.95	
H.S.G. PRICE	$15.25	
BONUS STAMPS	61	

PRACTICALC 64
CSA

Good news for Commodore owners—PractiCalc 64 is a professionally designed spreadsheet that compares favorably with VisiCalc, the program standard on many other home computers. PractiCalc 64 can be used to manage and manipulate numerical information in the home and school and even small businesses. If you're unsure about what a spreadsheet is, and what some of its applications are, refer to the article on spreadsheets in the back of this Buyer's Guide.

PractiCalc 64's column width allows 3 to 21 characters. The program allows all standard math formulas as well as more advanced functions such as log, sin and abs—more than 20 in all, and includes an ability to create bar graphs. It also allows a 2,000-cell spreadsheet with all entries calculated to 9-digit precision.

All the standard editing features are present, as well as some neat extra features. PractiCalc 64 allows you to sort rows and columns into alphabetical or numerical order and to use function keys to enter commands instead of typing out complete phrases.

The documentation gives a clear overview of the program and includes a tutorial, though the software itself does not include one. We found the keyboard com-

	DISK	CASSETTE
ITEM #	1231D	1230T
SUG. RETAIL	$54.95	$49.95
H.S.G. PRICE	$49.95	$44.95
BONUS STAMPS	200	180

mands simpler and easier to remember than most. Mistakes are easily corrected.

PractiCalc 64 satisfies a real need at an excellent price. In order to get the most value from the program, we suggest you use it in conjunction with a Commodore-compatible printer.

THE HOME ACCOUNTANT
CONTINENTAL

The Home Accountant offers the finest combination of power, sophistication, and ease of use we have yet seen in a home finance program.

Though almost anyone could find the program useful, it was designed to accommodate the individual or family whose finances are of more than average complexity. The program recognizes 5 major budget categories: assets, liabilities, income (allows several), credit cards, and expenses.

Within these broadly defined groups, it allows you to designate up to 100 of your own budget categories. Use the program to keep track of cash expenses, bills, up to 5 checking accounts, mortgage payments, and an IRA account—just to name a few possibilities. The program allows 5 pre-planned automatic payments per bank account, and will do the math needed to reconcile your statement.

For more detailed record-keeping, you may split checks over separate categories, and flag entries for tax purposes.

You may use the program to generate monthly or year-to-date reports on activity in any given category, as well as budget/actual comparisons, comprehensive balance sheets, and net-worth statements. You may illustrate the above reports with bar, line, or trend-analysis graphs.

You are permitted 1,000 entries per disk. Multiple disks theoretically allow an

	DISK	
ITEM #	1234D	
SUG. RETAIL	$74.95	
H.S.G. PRICE	$67.45	
BONUS STAMPS	270	

unlimited number of transactions per year. However, when designing your system, keep in mind that the program can only sum up data from one disk at a time.

We particularly like the way this program allows the amateur to use professional techniques to get a clear overview of his/her financial situation.

The Home Accountant will work with most Commodore-compatible printers. For information on installing other printers, you may call Continental.

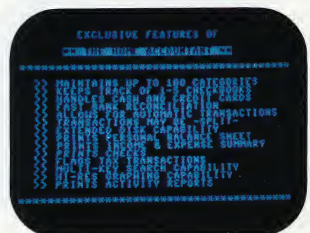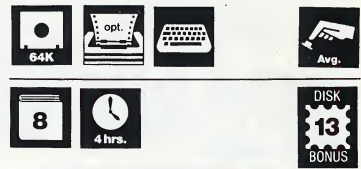## TOTL TIME MANAGER
TOTL SOFTWARE

Totl Time Manager was designed to help people who are responsible for many projects at one time or for one project with many integrated aspects. A program like this one is ideal for designers, show people, executives, club presidents, Software Guild publishers, etc.

Essentially, you use the program to create a list of projects or, if you wish, of elements in one single project. First, you list them by number and name. You then enter a short description of the project, names of persons responsible, starting date and completion date. The program will print out a project chart showing each element's relationship to the whole. Tack this up on your wall; it'll scare the competition silly.

What we found to be the program's best feature was the ability it gives you to look up information by persons responsible, date or project.

If, for instance, you needed to know what had to be completed by next week, you would enter the date. If an individual had to know what he had to finish by December, he'd enter his name.

Unfortunately, the documentation for TTM is inadequate. There is no tutorial; it simply lists the features of the program, and not very clearly at that. However, there are some sample reports printed in the back which help give a sense of how the program can be used.
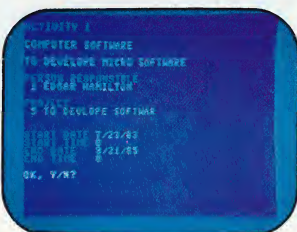
	DISK	CASSETTE
ITEM #	1233D	1232T
SUG. RETAIL	$39.00	$35.00
H.S.G. PRICE	$35.10	$31.50
BONUS STAMPS	140	126

We found the best way to learn was simply to load it and experiment, referring to the documentation when questions arose.

Poor documentation notwithstanding, this is a well designed program that could satisfy a real need for the person or group that tracks several activities at the same time. Please note, however, that to print reports you will need a Commodore-compatible printer.

DATA BASE MANAGER
MICRO SPEC

Data Base Manager is a simple record-keeping/filing program. It is really more of a household record keeper than a business program, though the disk version does allow you to total columns of numbers.

If you are unfamiliar with data bases, and how they might help you manage information more efficiently, please refer to the back page of this Buyer's Guide.

The disk version allows approximately 1200 records of 18 fields, with 24 characters per field. You have the ability to easily add or delete information that's on the records.

Sorts or searches may be done by 3 fields, and fields can be designated alphabetically, numerically, or by dollar amounts. You could, for instance, request a report on all purple stamps from Panama purchased for less than $5.

The cassette version of the system holds 225 records. The same field and character specifications apply. This version has no numeric capability.

Neither of these programs is tricky to use. Though they assume that the user has some familiarity with a computer, you could probably get the hang of the program, through trial and error, in just a few hours.
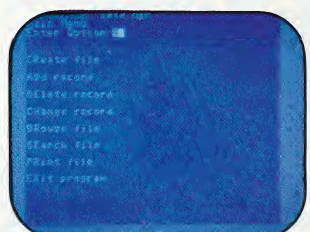
	DISK	CASSETTE
ITEM #	1236D	1235T
SUG. RETAIL	$89.95	$39.95
H.S.G. PRICE	$80.95	$35.95
BONUS STAMPS	324	144

Data Base Manager is an ideal way to file the kind of information you might otherwise keep in an extensively cross-indexed file card holder: recipes, mailing lists, collection catalogues, etc.

The program is compatible with the Commodore 1525 E printer or parallel printer.

M*A*S*H
TEXAS INSTRUMENTS

TOTAL 24 RATING

You saw the movie, you watched the reruns on TV, maybe you even bought the T-shirt. If this sounds like you, don't pass up the computer game—particularly since it's a good one.

As Hawkeye Pierce, you fly a chopper over the battlefield. You must dive dangerously low to pick up the wounded and bring them back to the 4077th M*A*S*H unit.

You may play against a friend or against the computer. In either case, your opponent takes on the role of Major Frank Burns. An enemy tank fires at the player who has the most points.

After each round, you play a bonus game in the operating room. You have 15 seconds to remove as many pieces of shrapnel from the patient as possible. You can't let any touch him. (This isn't gross at all; it's fun, like the old game, "Operation.")

There's another game option where you use your chopper to rescue Colonel Potter's fearless, sky-diving medics. You must reach them before they touch the ground. This game can also be played with either a friend or the computer.

We particularly like the way the computer game is faithful to the anti-war stance of the show. The action can get fierce, but players compete to help people, not to shoot them up. There's even a little snatch of the theme song.

CARTRIDGE	
ITEM #	1247C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

T.I. LOGO II
TEXAS INSTRUMENTS

TOTAL 26 RATING

Here at The Home Software Guild, we're very enthusiastic about Logo.

Logo is a computer language that was originally used as a research tool in the field of artificial intelligence. However, because of its simple, friendly structure, it's now being used to prepare student programmers before they go on to more complicated languages like Pascal and Fortran.

It's an excellent way to introduce children to the principles of programming. In fact, many educators believe that Logo will soon replace Basic as the first computer language kids learn.

T.I. Logo II is a very comprehensive Logo programming package. Though its main thrust is teaching programming skills through graphics designing, you may also learn how to program simple mathematical functions.

The program has an incredible color palette that allows many choices of shape and line. It also has "sprites." Sprites are drawings that you can program to move any way you want on the screen. As a child begins to control these elements, he/she gains a sense of mastery. One 9-year-old child designed and played her own game in a few hours. As your child learns more, he may even want to program his graphic creations to respond to joystick commands.

T.I. Logo II lets your child have a ball while learning the keyboard, its functions, and the patterns of precise, sequential reasoning that are so necessary in programming.

32K memory is required for the program. The documentation is very complete. It shows you, step by step, how to program, and even how to save your creations on disk or cassette. There's also a guide with games, puzzles, activities, and a glossary of computer terms.

CARTRIDGE	
ITEM #	1261C
SUG. RETAIL	$129.95
H.S.G. PRICE	$117.00
BONUS STAMPS	468
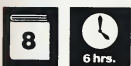
TYPWRITER
EXTENDED

We wanted to offer a word processor for an unexpanded system and, in Typwriter, we found a surprisingly good one.

Though it has several advanced features, we would characterize Typwriter as a home word processor that is particularly "people oriented." (If you have general questions about what word processing programs do, please refer to the back of this Buyer's Guide.)

Typwriter's major features are: insert, delete, erase, line centering, tab settings, double spacing, multi-page printing, underlining and right justification. Several extra features in Typwriter were thoughtfully designed for the first-time user. When you're editing or revising text, a menu is displayed on the screen to remind you of which operation you're doing (search, delete, etc.). This helps you avoid changing the text in ways that weren't intended. If you do make an error,

the screen refers you to the page in the manual where you can find help.

There are some things in the program that take some getting used to. In order to use some of the more advanced features, the user has to learn multiple keystroke commands. Also, the program is not strictly "screen-oriented." This means that many of your formatting commands will not show up until you print. For this reason, you may want to make printed drafts until you are sure that your formatting specifications are being met.

In general, we had a good feeling about the program and felt that some of its clumsiness was an inevitable trade-off for the advantage of getting so many features in a program with low memory requirements. It is certainly a good value for the price.

Typwriter requires extended Basic. It will work with any RS-232 or TI-compatible printer.

	DISK	CASSETTE
ITEM #	1285D	1284T
SUG. RETAIL	$35.00	$32.00
H.S.G. PRICE	$31.50	$28.80
BONUS STAMPS	126	115

ENTERTAINMENT

▼
T.I. TOAD: A frog by any other name is just as green and just as much great arcade style fun! (Hop on over to page 56)

▼
VIDEO CHESS: An interactive chess game that lets you learn while you play. Good for all ages and all levels. (Make your first move on page 59)

▼
SNEGGIT: An arcade game that's as much as fun as an Easter egg hunt. If you ask them nicely maybe your kids will let you play with the yellow chicken; the green snake and the pink bunnies. (Page 56)

EDUCATION

▼
READING ROUNDUP: An imaginative tutorial designed to help your kids increase their word power and get more out of reading. (Get the story on page 61)

▼
DRAGON MIX: Forget the flash cards. This program offers fabulous arcade fun and solid drill in multiplication and division. One of the best math games we've seen. (Page 62)

HOME MANAGEMENT/ INFORMATION

▼
HOME BUDGET MANAGEMENT: Makes keeping a budget easy. This program can keep track of 34 income/expense categories, make budget/actual comparisons....and it's a great value. (The savings start on page 64)

CHOPLIFTER!
TEXAS INSTRUMENTS

Action, danger, and a chance to strike a blow for democracy are the attractions of Choplifter! Your mission: fly your chopper into enemy territory, retrieve the hostages, and fly them safely to home base. You'll fight tanks, which can destroy landed or hovering choppers and can kill any hostages you don't rescue. Jet fighters threaten you, too—and drone air missiles!

State-of-the-art graphics and innovative joystick control make Choplifter! one of the more exciting war games. When you arrive, the first barracks has been blown open for you. Hostages are waving frantically and scrambling to get into the chopper. Now it's up to you to figure out how to free the remaining 2 groups of hostages.

We know you're eager, but don't land on any of the hostages—this kills them.

TOTAL 27 RATING

CARTRIDGE		
ITEM #	1244C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

T.I. INVADERS
TEXAS INSTRUMENTS

If you wait till you see the whites of their eyes before you shoot—you can easily end up singing the blues. Only lightning-fast reflexes will save you from the aliens.

T.I. Invaders is just like Space Invaders, one of the first popular arcade games and one that's still a big hit today. It's a basic and very satisfying shoot-'em-up—the meat and potatoes of arcade games. And who doesn't like meat and potatoes?

You move your ship across the bottom of the screen, trying to shoot wave after wave of descending aliens. Scared? You can hide behind a shield but eventually... they'll blast through it.

There are two modes of play: "merely aggressive" and "downright nasty." In the latter, the aliens know where you live and shoot you at home.

TOTAL 23 RATING

CARTRIDGE		
ITEM #	1237C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

SNEGGIT
TEXAS INSTRUMENTS

It may sound silly, but Sneggit reminded us of Easter dresses. A young player will meet a yellow chicken, pink bunnies and prettily colored eggs.

The yellow chicken tries to pick up all the eggs in the garden and bring them back to the nest. If he isn't careful, the eggs will fall and break.

Bunnies get in his way, but it's the green garden snake that he really must watch out for. The snake eats both eggs and chickens. The chicken can hop a bit faster, but the snake has a sneaky way of bending around corners when you least expect it. If the snake doesn't get to the egg first, it hatches into a little chick and flies away. It's a magic moment.

There is challenge in this very endearing game, but nothing too difficult for an 8-year-old.

TOTAL 24 RATING

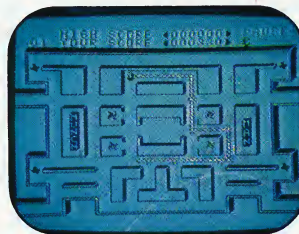| CARTRIDGE		
ITEM #	1260C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

T.I. TOAD
SOFTWARE SPECIALTIES

FYI, T.I. TOAD is the Texas Instruments-compatible version of Frogger. It plays very much like the arcade favorite, only a little bit faster and without some of the bonuses.

Toad must get home. But first you'll have to guide him through 4 lanes of speeding traffic. Then there's the river. Try to help him hitch a ride on floating logs; remember, Toad can't swim. Make sure there's no alligator hiding in Toad's house. Now try it 4 more times before you can make it to level 2. That's where you get those turtles who like to give toads underwater swimming lessons.

Toad might be a bit frustrating for absolute beginners, but if you got to the second level of Frogger, you should be able to handle Toad. (This game also requires extended basic.)

TOTAL 27 RATING

DISK		
ITEM #	1238D	
SUG. RETAIL	$29.95	
H.S.G. PRICE	$26.95	
BONUS STAMPS	108	

MUNCH MAN
TEXAS INSTRUMENTS

Munch Man is a high-action maze game, and if it reminds you of Pac Man, it's no accident. Rather than gobble up all the dots, you must cover the maze with your own trail of video bread crumbs (they look like chain links) before you can move on to the next level. The bad guys are Twisters, who move faster than you do and want to hurt you. If you get to one of the four energizers, though, the Twisters will change color and slow down so that you can eat them. The graphics and color are good, and the action can get pretty fast.

If you're used to the TI joystick, which handles a bit differently from some of the others, you should find Munch Man a more than adequate substitute for Pac Man.

TOTAL 22 RATING

CARTRIDGE		
ITEM #	1246C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

HUNT THE WUMPUS
TEXAS INSTRUMENTS

You were so full of confidence when you left to go hunting. "Wumpus or Bust," you said and then you kissed your mom goodbye. But now...you're not so sure.

You've tracked him all day through a maze of caves and tunnels, checking all the signs before you went any further. The green stains told you where the slime pits were. The blood-stained caves told you the Wumpus was near, but how near? You were careful, you traveled all around, and now you've got it narrowed down.

That way? But what if it's a slime pit? Then that way...could be, looks like it, but remember, you've got only one arrow. Are we making you nervous?

Randomly generated mazes, 3 levels of difficulty and devilishly tricky travel options (one erases the maze behind you) make Hunt the Wumpus a tantalizing game of strategy and deduction.

TOTAL 18 RATING

CARTRIDGE		
ITEM #	1257C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

OTHELLO
TEXAS INSTRUMENTS

TOTAL RATING 24

Othello, the computer game, is very much like Othello, the board game. It still requires strategy and concentration as you attempt to outflank your opponent with chips of your own. Once you have surrounded him, his chip changes color automatically and belongs to you. Play continues until there is no more space available. The player with the most chips is declared the winner.

The computer version of this classic strategy game has some excellent features. The game automatically opens in the starting position with 4 chips on the board. Moves are made by typing in coordinates. At that point, a chip will flash in the appropriate space. You may revise your move or lock it in.

As you play, the computer keeps track of whose turn it is and what the score is. It also displays the coordinates of the last move made, which can be very helpful when planning your next attack.

Othello is designed to be played with a friend or—when no friend is available—against the computer. You may command the computer to play on any of its 8 levels of expertise so that the competition will be as tough as you make it.

Though flashy graphics are not called for in a game like Othello, we found the limited amount of animation quite good.

We'll put our chips on Othello because TI has transferred it successfully from game table to computer terminal.
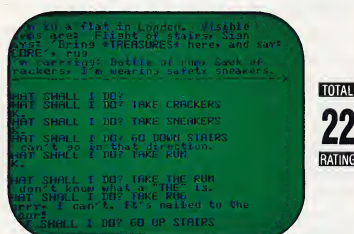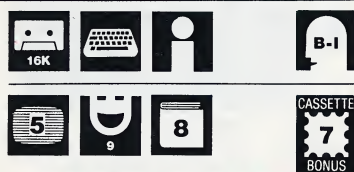
CARTRIDGE	
ITEM #	1254C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

PIRATE'S ADVENTURE
TEXAS INSTRUMENTS

TOTAL RATING 22

A parrot that talks, a blood-soaked copy of *Treasure Island*, a bottle of rum and a tropical island are just a few of the things you'll come across in your quest for treasure in Pirate's Adventure.

As in other adventure games, you are the hero in your very own mystery/adventure story as you plan your explorations, search for clues, and decide when to fight and—if you have to—when to run away.

Pirate's Adventure starts in a London apartment, which you must explore. You'll discover an alcove, and a secret passageway where you can pick up some of the provisions you'll need for your adventure. (These are important. We rushed off without some things and later paid dearly for our haste.) You could probably get into the adventure in several ways, but we did it by going to a window ledge and saying "Yoho," the magic word that was scrawled on a book we found in the alcove. Suddenly, we found ourselves on a tropical island. We saw a grass shack and, inside it, a parrot talking to a pirate. The adventure had really begun.

We would call Pirate's Adventure an easy, intermediate-level adventure. That doesn't mean it isn't challenging. You have to make maps and plan ahead, but there are help features that make it easy for the novice to learn adventure skills. For example, the screen constantly reminds you of the items in your possession, so you don't have to remember

them. If you are really stuck, you may ask for help. The computer won't tell you exactly what to do, but it will give you a clever clue. We couldn't get off the ledge until the computer told us "Reading expands the mind."

To avoid frustration, beginners may want to save the game before an especially risky move. The accompanying cartridge is needed for all other Scott Adams/TI adventures.

CASSETTE	
ITEM #	1251T
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

PARSEC
TEXAS INSTRUMENTS

TOTAL RATING 26

Parsec is an action-charged space shoot-'em-up game. Plenty of game factors keep the play interesting, and 16 levels of difficulty should keep both novices and experts sufficiently challenged.

The screen scrolls to the left with wave upon wave of alien ships. They clog up the screen and, if they don't fire on you first, they might cause a nasty pile up. You can move horizontally and vertically as you fire your laser. The optional speech synthesizer warns you of approaching aliens. If you last, you will fly through refueling tunnels and asteroid belts.

You may choose from 3 possible lift speeds. In case you forget your speed, during the heat of battle, it is displayed at the bottom of the screen. Goodbye and good luck.

CARTRIDGE	
ITEM #	1248C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

JAWBREAKER
TEXAS INSTRUMENTS

TOTAL RATING 21

In Jawbreaker you are a grinning set of chomping teeth, trying to eat all the candy as you travel through a maze of constantly moving walls and doors. If you're not careful, you can lose teeth on a hard candy. However, a quick, energizing snack will give you the speed advantage needed to eat those smiling suckers. At the end of a round, your teeth are brushed to avoid cavities and you go on to one of the next 28 levels.

Jawbreaker's moving doors and chomping teeth offer some things that Pac Man doesn't, and some of our younger friends have preferred it. At higher levels, however, the challenge of the game does not really keep pace with Pac Man. The speed increases, but the screen remains essentially the same.

CARTRIDGE	
ITEM #	1249C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

INDOOR SOCCER
TEXAS INSTRUMENTS

TOTAL RATING 19

Soccer is catching on with younger kids all across the nation, and we think that it is these younger fans who would make the ideal players for Indoor Soccer. Though the action is fairly realistic and colorful, it will be a bit too slow for adults.

Each team has 5 players. The user controls the designated player and the goalie. The rest of the players move together according to the movements of the designated player. The style of play resembles football.

You control shooting, passing, tackling, and the length of the game. All this can be done with the keyboard, but we found that using a joystick made playing much more fun. You must have 2 people to play.

CARTRIDGE	
ITEM #	1252C
SUG. RETAIL	$24.95
H.S.G. PRICE	$22.45
BONUS STAMPS	90

VIDEO CHESS
TEXAS INSTRUMENTS

Back in the dark ages, only hackers with access to a mainframe could play chess against a computer. These days, the personal computer chess program is widely available and miles ahead of its mainframe ancestors.

Video Chess is a highly flexible program designed to be a challenging opponent and a helpful tutor for both the beginning and accomplished player.

If you play against the computer, you set its level of expertise. You may also program its style of play to normal, aggressive or defensive. On the beginning level, you may actually ask the computer to play a losing game.

Tutorial features allow you to remove the pressures of competition and see the game in a new light. At any time, you can ask the computer to list and evaluate your possible moves, or you may simply want to have the computer make your move for you.

Perhaps you suddenly see a possibility you missed earlier. Take back the last two moves and play them again. If you have saved a game, you may go back to it and resume play at any point. You may also stop a game that is in progress and review the whole game up to that point.

You don't have to play the computer. If you play against a friend, most of the same features still apply.

Lastly, Video Chess can play up to 9 games at a time, which might be useful for a chess club or if you wanted to simulate tournament level chess.

There are really more ways to use this program than we have room to list. The basic principle guiding it is that you learn to play by examining past mistakes. We suggest you take the time with the program to determine which options will be of most use to you.

TOTAL RATING 22

CARTRIDGE	
ITEM #	1253C
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

TUNNELS OF DOOM
TEXAS INSTRUMENTS

Tunnels of Doom is one of the better role-playing adventures available for the TI. The program actually includes 2 adventures. One is an introduction to adventures for children or other beginners. The other is a very flexible, intermediate level adventure for teens and adults.

In Pennies and Prizes (the easy one), there is only one adventurer, the Traveler. He is on a quest to retrieve 8 whimsical objects and pick up as many pennies as he can on the way. You may control how hard the adventure will be and how many levels of the dungeon you will have to explore in order to find the 8 treasures. There is no time limit, but all 8 objects must be found. Once you've completed it, you might want to go back and play another skill level until you're ready for Quest of the King.

Quest of the King is much more complex. Your quest is to free the king and retrieve his mysterious orb of power. Each step you take uses precious time.

Up to 4 people can take part in the quest, each one playing the part of a rogue, a wizard or a fighter. (One person may play alone as the Hero, who has traits of all the above-mentioned characters.) As you open vaults, fight monsters, and question the living statues, you will discover that success depends upon teamwork.

Because you control the number of players, the strength of the monsters, and the levels in the maze, Quest of the King has more lasting play power than many adventures on the market.

Tunnels of Doom comes with a Master Cartridge which will be used with future TI adventures.

TOTAL RATING 24

CASSETTE	
ITEM #	1255T
SUG. RETAIL	$39.95
H.S.G. PRICE	**$35.95**
BONUS STAMPS	144

HANGMAN
TEXAS INSTRUMENTS

Granted that Hangman is not the world's most versatile game, TI's computer version puts a few fresh twists in the gnarled old noose.

The game allows 1 or 2 players to play words from 5 to 9 letters long. If 2 people are playing and wish to enter words for each other, rather than letting the computer choose a word, the word can be up to 12 letters long. You may also create a custom word list of up to 60 words.

A scrambled word game—where the letters are out of order—may also be played. This extra anagram function makes for a particularly challenging experience.

At any time, a player may buy a letter from the computer, but it brings the little man 3 steps closer to death. You are allowed 11 mistakes before he swings.

TOTAL RATING 21

CARTRIDGE	
ITEM #	1250C
SUG. RETAIL	$19.95
H.S.G. PRICE	**$17.95**
BONUS STAMPS	72

THE WIZARD'S DOMINION
AMERICAN

The wizard is dead. Long live the wizard. But who will the new wizard be? Four guys vie for the position: the evil prince, the wizard's apprentice, the hero, and the evil wizard. Each has special powers to help him in the quest.

You choose one of these characters and outfit yourself with weapons and magic before you descend into the wizard's underground domain, a land of ogres, gold and magic chambers. To become the new wizard, you must reach the magic chamber in the 10th level of the domain. Every level has a magic chamber where you may find powers to help you survive the following level.

But finding the magic chamber isn't simple, for each level has 1,000 caves and each cave is, itself, a maze. (Now 10,000 caves are a lot of caves to explore. But take it from us, you don't have to hit that many of them to succeed. Still, it's nice to know they're there.)

Along the way, you will be given every opportunity to duke it out with hideous ogres. Choose carefully when the computer asks you how you want to fight. Unless you've already earned the power to teleport, every fight with an ogre is a fight to the death.

If your thrill is maze-and-mapping work, Wizard's Dominion will really satisfy. There are thousands of ways to become the wizard. Try to find the fastest way. Play the bad guy for a change of pace. No one wants to be the bad guy, but really, it can be a lot of fun. (This program requires extended basic.)

TOTAL RATING 25

	DISK	CASSETTE
ITEM #	1242D	1241T
SUG. RETAIL	$21.95	$19.95
H.S.G. PRICE	**$19.75**	**$17.95**
BONUS STAMPS	79	72

RING DESTROYER
REPUBLIC

It's true, Ring Destroyer is a knock-off of the arcade game Asteroids. However, it's a good one. So if you loved Asteroids, you should love Ring Destroyer for the TI.

You still battle alien ships, asteroids, and other space debris, and you can still escape into hyperspace at the touch of a button. Ring Destroyer also has a wrap-around screen, so concentrate. You could turn a corner and lose your ship for a light year or two.

For this kind of fairly unsophisticated game, the graphics are decent. Pictured above is the unexpanded version. If you have a 32K system, the game plays even better and has much better graphics.

If you're just an old-fashioned space cowboy, Ring Destroyer should keep you stuck to your joystick for hours.

TOTAL 20 RATING

CASSETTE		
ITEM #	1243T	
SUG. RETAIL	$19.95	
H.S.G. PRICE	$17.95	
BONUS STAMPS	72	

ALPINER
TEXAS INSTRUMENTS

Alpiner is a novice-level dodge-'em-type game which we found to be a welcome change from the shoot-'em-up variety.

In Alpiner you start at the bottom of a mountain and, using your joystick; climb to the top. You will dodge trees, snakes, skunks and rock slides. Once you reach the top, guess what awaits you? That's right, another mountain. (There are 6 of them.) Points are awarded for reaching a certain level before the allotted time is up. Alpiner can really put your speed and accuracy to the test, but very skilled arcade players might want an even harder game.

If you have a speech synthesizer, you're in for a treat. A very human voice warns you of danger, says "ouch" when hurt and "yecch" if a skunk walks by! There are 18 levels of play, and 1 or 2 players may make the climb.

TOTAL 21 RATING

CARTRIDGE		
ITEM #	1245C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

BLASTO
TEXAS INSTRUMENTS

We'll give you some of the details, but the title, Blasto, goes a long way towards summing up the ambience of this rock-'em, sock-'em, shoot-'em-up game.

You command a tank in a mine field. Your objective: blow up all the mines. There are small green ones and big blue ones. The blue ones can set off great chain reactions. Great, unless you're caught in the middle of one.

You can play with 2 people, in which case your objective is to hit the enemy tank *and* mines. Try to get him in a chain reaction. If you play against a friend, the battles last for 90 seconds. Short, but oh so sweet.

Various options allow you to control speed and mine density. In the 2-player game, there's one that makes tanks invisible when they're moving. Blasto plays like Tank, an old arcade favorite.
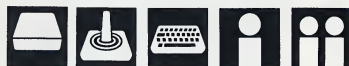
TOTAL 23 RATING

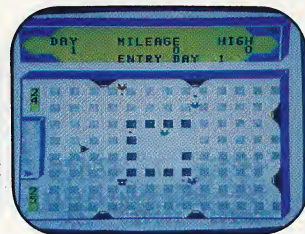| CARTRIDGE		
ITEM #	1258C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

CHISOLM TRAIL
TEXAS INSTRUMENTS

Lots of high-speed dodging and shooting action on the Chisolm Trail. You move your steer around a gridlike maze. Poke out your head and squeeze out a shot, but keep both eyes peeled. The screen is full of hustlers, who try to stomp you, and wranglers, who try to zap you. Every varmint you pick off earns you more mileage points on the Chisolm Trail.

If you clear an entire screen, you earn more steer and firepower, but that only attracts more rustlers.

The action isn't too sophisticated, but it never lets up for a minute. There are 9 levels of difficulty.

Saddle up. Like the song says, "A cowboy's work is never done."

TOTAL 20 RATING

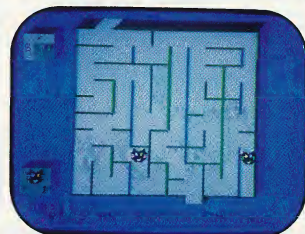| CARTRIDGE		
ITEM #	1256C	
SUG. RETAIL	$13.95	
H.S.G. PRICE	$12.56	
BONUS STAMPS	50	

A-MAZE-ING
TEXAS INSTRUMENTS

A-Maze-Ing is a maze marathon. Dozens of options allow you to play literally thousands of different mazes.

You're a mouse (you've got no choice there), but after that–it's all up to you. Do you want to play an escape maze or a pick up the cheese maze? Should the maze be easy or hard? Or how about an invisible maze?

Then you have to decide your speed. It might make sense to be fast if you're going to put cats in your maze. And what about those cats? Will they be fast, slow, smart or dumb? Will they pounce, and if so–how often?

A-Maze-Ing allows a maze lover of any age to play on his or her own level. You can even compete against a friend in the very same maze!

TOTAL 25 RATING

| CARTRIDGE		
ITEM #	1259C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

SPACE BATTLE 2056
AMERICAN

Space Battle 2056 should appeal to strategy and war-game enthusiasts. It's a plotting game, not unlike a space-age combination of Battleship and Stratego.

You command the last Earth starship, its fuel station, and 2 fighter fleets. The enemy has 3 base-ships, each with a fleet of fighters.

You will refer to the battle map and battle summary, which gives X/Y coordinates for the combatants, as well as relative strength and number.

Using this information, the player decides which fleet or individual fliers he will commit to battle. The computer figures out each battle's outcome and gives full reports on wins and damage. The cycle of devastation continues until one side is vanquished. What could be more natural?
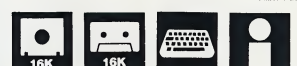
TOTAL 21 RATING

	DISK	CASSETTE
ITEM #	1240D	1239T
SUG. RETAIL	$15.95	$13.95
H.S.G. PRICE	$14.35	$12.55
BONUS STAMPS	57	50

EARLY LEARNING FUN
TEXAS INSTRUMENTS

Early Learning Fun is an imaginative and surprisingly comprehensive program for preschoolers. Its 9 activities help teach shape, number, and letter recognition, as well as counting, sorting, and alphabet skills. As with all the Scott Foresman programs, the approach is warm and friendly, and the graphics are superb.

What we particularly like about the program is the way skills from one activity are brought to bear on other activities. In one of the counting games, for instance, the child is asked to count the same type of shapes he will have to match or sort in another game.

Activities gradually build on skills learned in previous activities. In the first alphabet game, a letter floats into position on the screen. When the child hits the corresponding key, he is shown a related picture, e.g., a dog for D.

In the second alphabet game, the screen shows one letter. Grouped around it are 4 numbered pictures. One shows a picture with a word that begins with the feaured letter, while the other pictures and words are unrelated to the letter. Your child makes the match, then types in the number of the correct picture. Thus, he uses skills in both letter and number identification.

Though the child needn't be able to read the whole word to get the answer,

CARTRIDGE		
ITEM #	1266C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

the parent has an opportunity to teach word recognition and simple phonetics.

All in all, Early Learning Fun covers critically important developmental skills thoroughly and in an entertaining manner. As with most programs for this age group, we feel the child has much more to gain with a parent helping, but a child as old as 5 or 6 could enjoy using this program by himself.

BEGINNING GRAMMAR
TEXAS INSTRUMENTS

Beginning Grammar is a tutorial/drill program used frequently in schools as a supplement or review for material covered in class.

Its primary function is to familiarize the student with parts of speech. While many similar programs cover only nouns, verbs, adjectives and adverbs, this program goes on to cover pronouns, prepositions and conjunctions.

Each new concept is introduced by a tutorial, which is followed by several examples. There are then 10 drill questions where the student uses the space bar to identify the correct part of speech in a sentence.

Though you may start with any section, once you have entered it you may not move forward until you have answered all the questions. If you answer incorrectly, the computer automatically asks if you wish to review the lesson.

The drills are certainly more fun than the standard workbook exercises, since the child gets to move the word all around the screen before he finds the right place for it.

This is undoubtedly important material, which you can be sure your child will have

CARTRIDGE		
ITEM #	1265C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

to learn in school. So, as a supplement to classwork, the program is quite useful. If, however, the program is to be the child's first exposure to the parts of speech, we suggest the parent work with the child and explain the lessons in more detail.

EARLY READING
TEXAS INSTRUMENTS

Early Reading is a pleasant program designed to strengthen reading skills in children of approximately first-grade level. The program uses text, graphics and voice, so you will need a speech synthesizer.

The program has 3 sections: Pick a Picture, Pick a Word, and Make a Story. Each of the 9 Pick a Picture episodes introduces approximately 6 new words. These words are then referred to in the other sections. The word is presented by voice and picture. Your child may then be asked to read the word along with the computer or to locate the word in a sentence by using the space bar.

In Pick a Word, the child may be asked to pick the correct word needed to complete a sentence on the screen. If the answer is correct, the child is praised. If the answer is incorrect, the child is asked to try again. Sentences are randomly generated by computer memory, so the child may play for a long time and continue to get new sentences.

In the third section, sentences (with appropriate graphics) that make up a story are flashed onscreen. At several points, the child is asked to fill in a word, thus changing the story's outcome—for 8 possible endings. Simple comprehension questions follow each story.

Early Reading is a good, rather traditional program. It's not terribly creative. However, it is very friendly and encourag-

CARTRIDGE		
ITEM #	1262C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

ing, and the speech synthesizer gives it appeal that ordinary drill and practice don't have.

Tightly controlled vocabulary and frequent repetition help the child absorb new words. Documentation is good, and after an initial session, the child should be able to use the program alone. The handbook, however, suggests you work with your child and even comes with ideas for supplementary activities.
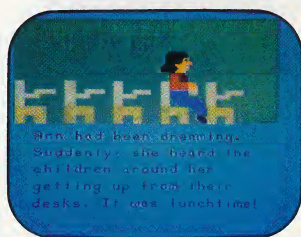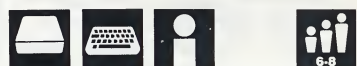
READING FUN
TEXAS INSTRUMENTS

Reading Fun is a warm program of stories and interactive activities, designed to help your child get the most out of reading while practicing some basic developmental skills. If your child can't read all the stories himself, you and he can read them aloud together. There's more than reading improvement involved here. A child can profit from the content of stories.

The program opens by saying, "The activities in this module will help you understand: Problems and how people solve them; why things happen; and how characters feel."

Let's assume you choose to work in area 1, "Problems and how people solve them." You will be presented with 2 formats. You choose the first, "Study it."

The computer begins to run the story of Amy, who stopped to talk to friends and thereby missed the school bus. Periodically the story is interrupted by questions asking you to identify Amy's problem and choose a way to solve it. After the story is finished, you may run it again without interruption. These stories, by the way, are accompanied by wonderful animated graphics and good sound effects.

The second format is "Try it out." Here you are presented with several very short stories, also about problems and how to solve them. Each story is followed by 2 questions.

CARTRIDGE		
ITEM #	1273C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

Reading Fun is a friendly, supportive program that can be helpful in several ways. In addition to improving reading and comprehension of the material read, it also provides a child with new approaches to problem-solving, which can help him to understand how to manage in the world around him.

The program has realistic stories, like the one about Amy, and also fables, e.g. the mouse and the lion.

READING ROUNDUP
TEXAS INSTRUMENTS

It's under your nose. Red as a beet. Learn the ropes. Strong as an ox. Have you ever used an idiom or figure of speech and had your child look at you as if you were the man in the moon? We use language like this all the time, and it can be very confusing to a child.

Reading Roundup is a very effective interactive tutorial, designed to introduce the young reader and speaker of English to figures of speech, word meanings and idioms.

Each topic is covered in two sections—"Study it" and "Try it out."

In "Study it," the concept is introduced with a definition and examples. These are followed by a story that is periodically interrupted by questions concerning, let's say, figures of speech that have appeared in the story.

After the story is over, the child may review the lesson or go on to "Try it out." In "Try it out," he is presented with several short paragraphs, and is asked to answer simple questions which test his mastery of the topic.

The stories are interesting and wonderfully animated. What's more, there is something friendly and humorous about the style of questioning that makes the child want to be involved in the learning process.

We feel that even a child who can't read the stories by himself can benefit from the program if he sits at the computer while the parent reads aloud to him.

TOTAL RATING 28
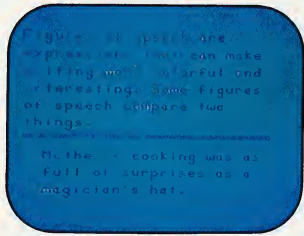
CARTRIDGE	
ITEM #	1277C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

READING RALLY
TEXAS INSTRUMENTS

As a child goes through school, his ability to separate fact from opinion in written material, gauge an author's purpose, and recognize bias and connotation becomes critically important. These are skills that, consciously or unconsciously, he will use for the rest of his life.

Reading Rally introduces the student to these skills and allows him to practice them in a way that is both challenging and entertaining.

The student begins the study of each topic by reading a story, which is periodically interrupted by questions. These stories, by the way, are accompanied by charming graphics.

The story is followed by a drill section, where the child tests his/her mastery of the new skill.

The stories in the Scott, Foresman programs always illustrate ideas in imaginative ways, and Reading Rally is no exception. In the section on author's purpose, the story is about 2 robots in the year 2593. The robots take you to their library, where they are reading books written way back in the 1980's. You must help them decide if the author's purpose was to entertain, persuade or inform.

To study bias and connotation, the student reads the story of Mr. Ruiz, who coaches the "No-Wins" soccer team.

TOTAL RATING 27

CARTRIDGE	
ITEM #	1278C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

Understandably, the players want to change the team's name. Their discussion helps your child understand the power of words to indicate bias. There is a special quality to Reading Rally that separates it from other reading tutorials. It is a spark of life, if you will, that can turn a child on to reading.

TOUCH TYPING TUTOR
TEXAS INSTRUMENTS

Touch Typing Tutor is both a tutorial and a drill and practice program designed to help the beginning typist master the keyboard and fairly simple words and sentences. The program is divided into three sections: lesson, diagnostic and game.

In the first section, you learn which fingers are associated with which keys. You are given drills to practice the specific combinations learned. After every two lessons, there is a review session.

In the diagnostic section, the typist is given words-per-minute tests. A wpm score is posted as well as a more detailed analysis which goes so far as to tell you which keystrokes are your weakest. Diagnostic sessions are linked to specific lessons.

The last section is a game in which you must type certain words and number/symbol combinations before a plane passes overhead.

The game is a fun way to hone skills and really helps to break up the monotony because, even on a computer, typing lessons aren't that much fun.

TTT is a direct program whose emphasis is on drill rather than entertainment. When used with the documentation (which gives more typing tips), the program seems to be a more than adequate introduction to typing.

We felt the diagnostic section was the program's strongest feature. It allows the student to get a quick fix on his rate of progress.

TOTAL RATING 23

CARTRIDGE	
ITEM #	1274C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TEACH YOURSELF BASIC
TEACH YOURSELF EXTENDED BASIC
TEXAS INSTRUMENTS

This beginner's program sets you on the right track by making programming in the Basic language easy. You can review Teach Yourself Basic's documentation and 10 chapters on your monitor, enabling interaction between you and your computer while you learn programming at the same time. Subjects presented include everything from function keys to call statements.

Teach Yourself Extended Basic requires some knowledge of the Basic language. Seven interactive chapters you review on your monitor cover everything from subroutines to shapes you design and move called "sprites." Once you have completed this programming tutorial, your Basic language programming skills will be more sophisticated, improving your programming expertise. Teach Yourself Basic requires the Extended Basic cartridge.

TOTAL RATING 20
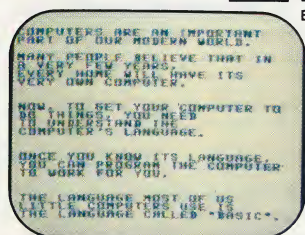
BASIC	CASSETTE
ITEM #	1263T
SUG. RETAIL	$29.95
H.S.G. PRICE	$26.95
BONUS STAMPS	108

EXTENDED	CASSETTE
ITEM #	1264T
SUG. RETAIL	$19.95
H.S.G. PRICE	$17.95
BONUS STAMPS	72

ALLIGATOR MIX
TEXAS INSTRUMENTS

Alligator Mix is a first-rate drill and practice program all tricked up like an arcade game. The graphics are so good and the game such simple good fun, kids won't even suspect they're furthering their education (but of course, they are).

Alligator Mix drills in addition and subtraction for the numbers 1 through 9.

An apple with a problem in it moves towards an alligator. The alligator has a number display on his side. When the correct number to solve the problem appears, the child fires. The gator's mouth opens, and he eats the problem. As you progress, the problems become harder and come faster, though the game can be modified so that a real beginner in math can play as well. Score is kept as a record of misses as well as hits, so it's easy to chart your progress.

Alligator Mix is not a tutorial. The child should already know how to add and subtract. But as a means of improving speed and accuracy in computation, the game is great.

Joshua, a friend of ours who played the game, thought it was so wonderful even adults would like it. OK, so maybe Joshua is a little better at math than at adult psychology. Next year, there'll probably be a tutorial to help him out.

CARTRIDGE		
ITEM #	1268C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

DRAGON MIX
TEXAS INSTRUMENTS

Dragon Mix combines excellent drills in multiplication and division with an action-packed game. Kids we know love this program. They get all the benefits of flashcards or a workbook, yet they have fun and don't have to hang around adults to do it.

Dragon Mix drills in the multiplication of numbers 1 through 9 and the division of problems with answers 1 through 9.

Several laser blocks with math problems in them come swooping down on a dragon on the right side of the screen. The correct answer to one of the problems is displayed on the dragon's side. His head moves up and down the row of advancing problems. When your child matches the problem with the answer, he fires and the dragon's tongue of flames wipes out the problem. If the child is wrong, the problem continues its advance on the city behind the dragon. Scores are displayed on the bottom of the screen.

Dragon Mix allows you to adjust the skill level so that even beginners can play. You should note that this program is not a tutorial. It is strictly drill and practice. The child must know some multiplication and division to get the benefits in speed and accuracy offered by the program.

CARTRIDGE		
ITEM #	1269C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

ADDITION AND SUBTRACTION 2
MULTIPLICATION 1 AND DIVISION 1
TEXAS INSTRUMENTS

The Scott Foresman programs are all first rate tutorial and practice programs. In a pleasant, low-key way, they help your child learn computational skills and hone speed and accuracy. The graphics are imaginative, and the programs are certainly more fun than going through a workbook, but these are educational programs first and foremost—not game programs.

All three programs follow a similar format. Each new skill is introduced by a tutorial, presented orally and visually. A number-group graphic might show how 3 crayons, when multiplied by a factor of 3, yield 3 groups of 3 and therefore, 9 crayons. The tutorial is followed by drill and practice problems. There are supportive graphic displays to reward correct answers. After an incorrect answer, the computer gently prompts the student to try again. If there are many incorrect answers, the computer automatically returns to a more appropriate level of practice.

Addition and Subtraction 2 begins with a lesson on counting. Simple addition, horizontal format, is introduced, followed by the addition of 3 numbers. Once these are mastered, the child is taught to add numbers in a column. The same process is used for subtraction.

A final section has fewer graphics and is more of a test, allowing the child to use all skills learned so far.

Multiplication 1 starts with groups of equal numbers (factors), showing how an addition problem may be changed into a multiplication problem. The child then learns horizontal multiplication for 1 through 9, and finally, the section, "Multiply Another Way," makes the transition to vertical multiplication.

Division 1 also uses number-group graphics to illustrate the principles of division. The child learns to use the symbols $\div$ and $\sqrt{}$. By the end, he learns division with remainders.

There is no question in our mind that these are effective programs. After preliminary work, the child can work alone, since all commands are given by the computer. Still, it seems that the tutorial emphasis of these programs encourages the parent to work with the child, restating concepts and quizzing when it's needed. Since each program covers several concepts, they should have a long life during the first years of grade school.

One last note: The programs can be used without the speech synthesizer, but their effectiveness is reduced. The synthesizer explains the lessons, gives directions, reads the problems and gives encouragement. Use without the synthesizer would require much more dedication on the parents' part.
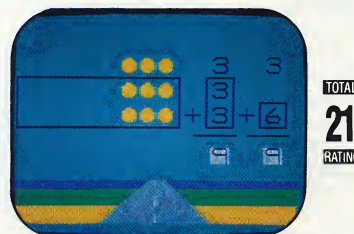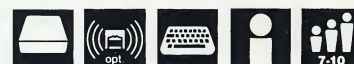
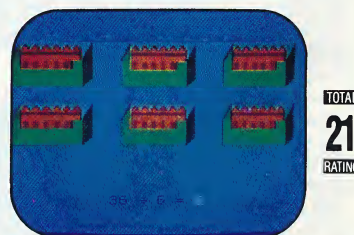| ADD. AND SUB. 2	CARTRIDGE	
ITEM #	1270C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	
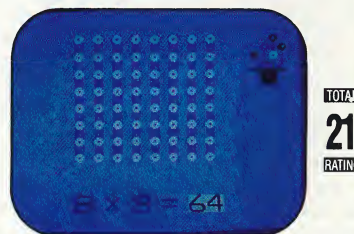
MULT. 1	CARTRIDGE	
ITEM #	1271C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

DIV. 1	CARTRIDGE	
ITEM #	1272C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

TO ORDER CALL TOLL-FREE 800-227-1929
(IN NEW HAMPSHIRE 603-882-1455)

PERCENTS
TEXAS INSTRUMENTS

Percents is a self-paced drill and practice program that covers percents and their relationship to fractions and decimals. The program's 15 levels should be relevant to material covered in school between 5th and 8th grade.

This is not a game program. There are graphics for positive reinforcement and a record is kept of how many problems are answered correctly in a given number of attempts, but unlike drill games, the student can take as much time as he needs to solve a problem. If he answers incorrectly, the computer prompts him to try again.

On the first 5 levels, your child is asked to do conversion problems, e.g., 48/100 = ? %.

In level 6, the challenge is to determine the greater or lesser of 2 percentage figures. Level 7 asks the child to figure out what % of 100 a given number is. In level 8, he is asked to find 10% of a given number.

In levels 1-12, the child is shown a problem and 4 possible equations that could be used to solve it. He does not actually solve these problems. He must be able to identify the correct approach.

In level 13, he is asked to solve problems based on dollar amounts, e.g., 10.2% of $8000 = ?.

In levels 14 and 15, he is again asked to choose the correct formula to solve a problem, but the problems are much more complex.

Percents not only drills the child in computational skills, but also encourages him to think in terms of percentages, and to automatically know the correct procedure when faced with a problem. If a student has this skill under his belt, half the battle will be won before he goes to take a standardized test.

CARTRIDGE	
ITEM #	1276C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 22 RATING

10% of 6.35 = ?
ENTER THE CORRECT NUMBER.

LAWS OF ARITHMETIC
TEXAS INSTRUMENTS

Laws of Arithmetic is a drilling program in (surprise) the laws of arithmetic. Like other Milliken programs, colorful graphics (but nothing too flashy) provide positive reinforcement. When the student makes a mistake, he is prompted to try again. The principles covered in the program are most commonly encountered in grades 4 through 8, but these are basic principles and you may find your children have mastered them before 8th grade.

The mathematical laws are simple, but they are critically important, for they are the building blocks of algebra. Understanding and recognizing these laws now will make it easier to work with complex equations later on. OK, parents, get ready, here they are: the commutative and associative properties of addition; the commutative and associative properties of multiplication; the identity element of 1 in multiplication; the identity element of 0 in addition; and the distributive property of multiplication over addition.

None of the above is as complicated as it sounds. Essentially these are the laws that tell you that terms on either side of an equals sign are always equal even if they are arranged differently, e.g. $(8 \times 4) \times 3 = 8 \times (3 \times 4)$.

The program's greatest strength may eventually become its greatest weakness: as the child comes to recognize the pattern that the answers take, he may simply plug in the missing number automatically, without making any conscious association with the arithmetic law. Nonetheless, Laws of Arithmetic is a successful drill and practice program. The nature of the subject might make it an excellent companion program for the Texas Instruments' Milliken program, Equations.

CARTRIDGE	
ITEM #	1267C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 20 RATING

ADDITION IS COMMUTATIVE AND ASSOCIATIVE.
7 + (2 + 3) = (2 + 7) + _
ENTER THE CORRECT NUMBER.

FRACTIONS
TEXAS INSTRUMENTS

Fractions is a comprehensive, self-paced drilling program on fractions. The 36 skill levels span material commonly taught in the classroom between 4th and 8th grade. The beginning problems could be as simple as converting 2/4 into 10/20, while advanced problems could require reducing fractions, and the division of mixed numbers and mixed fractions. As in other Milliken programs, there is no time limit for solving the problem, and when the student succeeds, he is given positive reinforcement.

Levels 1 through 16 are fairly simple problems, usually requiring no more than one step. The child may be asked to convert fractions to equivalent fractions, recognize greater or lesser fractions, reduce fractions, or change fractions to a mixed number.

When the problems require finding the lowest common denominator or several different steps, the child may ask the computer for help. The computer will respond by asking the child if a number in the problem can be reduced or converted to a whole or mixed number. This feature helps the child learn what operations are needed to fully solve the problem.

In problems involving the addition of mixed and whole numbers, the child may ask the computer to regroup the whole number into a mixed number, making it easier to work with.

The child always answers complex problems one step at a time, and he is given two tries on each step before the computer takes over and completes the problem.

Though Fractions is more of a drill than a tutorial, your child may find that he can advance his skill level simply by studying the computer's examples.

CARTRIDGE	
ITEM #	1279C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 22 RATING

WHAT IS THE LEAST COMMON DENOMINATOR?

EQUATIONS
TEXAS INSTRUMENTS

Equations is a straightforward drill and practice program designed to build your child's skills in basic algebra. The material, which is divided into 26 units of drill and review, basically corresponds to what a child learns in 6th through 8th grades.

Equations concentrates on familiarizing your child with the concept of variables, that is, finding the value of an unknown number in an equation. In levels 1 through 20, the child solves for a variable in problems that call for addition, subtraction, multiplication or division. Up to that point, the program is first-rate, as it steadily introduces problems of increasing difficulty. As is usual in the Milliken programs, cheerful graphics reward the student for correct answers. If he answers incorrectly, he is asked to try again. If he answers incorrectly a second time, the computer provides the correct answer.

The last 6 levels of the program ask the child to solve for a variable in a problem requiring 2 distinct operations, e.g., addition and multiplication. Here we must be a bit qualified in our praise. Traditionally, parentheses are used to indicate the order in which operations should be done in an algebraic equation. The program, however, does not use parentheses at all. It does break down the problem into steps, which allows the child to clearly see which operation is to be done first, but we feel the program misses an opportunity to drill the student in a style that he will be sure to encounter in school.

In problems where the answer is a 2-digit number, or where solving for the variable involves more than one step, a help option is available. When help is requested, the computer solves the problem step-by-step, allowing the student to study the process.

CARTRIDGE	
ITEM #	1275C
SUG. RETAIL	$39.95
H.S.G. PRICE	$35.95
BONUS STAMPS	144

TOTAL 24 RATING

N + 21 = 33
N = __
ENTER THE CORRECT NUMBER.

T.I. MICROSOFT MULTIPLAN
TEXAS INSTRUMENTS

Like other spreadsheets, T.I. Microsoft Multiplan is a powerful tool for analyzing, budgeting and forecasting. It can quickly and accurately manipulate raw data to help answer your "How much…?", "What if…?", and "How will this affect that…" type of question.

We feel Multiplan is in many ways far superior to other spreadsheet programs, because it is more flexible and easier to use.

Unlike VisiCalc, Multiplan is menu-driven. All the information you need to run the program is posted at the bottom of the screen. You are given a list of all possible commands and a status report on what mode you are currently in. The computer prompts you if it needs more information or if you have made an error.

Perhaps the most innovative aspect of Multiplan is that information from T.I. Writer can be merged into Multiplan reports and vice versa. This gives you the ability to create detailed reports containing both text and tabular information and is, to our way of thinking, a tremendous utility.

The actual worksheet consists of 63 columns and 225 rows. A nice extra feature allows you to name your formulas and, in the future, designate the formula you want to use by name rather than type in a long list of symbols.

The documentation for Multiplan is
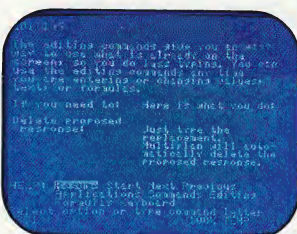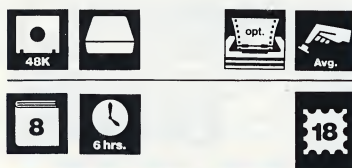
CART/DISK		
ITEM #	1280C	
SUG. RETAIL	$99.95	
H.S.G. PRICE	$89.95	
BONUS STAMPS	360	

hardly what you would call summer reading, but it is complete and refreshingly clear. It includes a tutorial whose specific examples of spreadsheet applications should make the program accessible to the complete novice. A good index and table of contents are helpful for quick reference later on. Multiplan requires 48K, a disk drive and, for reports, a TI-compatible printer.

PERSONAL RECORD KEEPING
TEXAS INSTRUMENTS

With Personal Record Keeping, even a beginner with no interest or experience in programming can design a filing system to meet individual needs. Once and for all, you will be able to throw out matchbook covers with phone numbers scrawled on the back and sticky envelopes with recipes written on them.

This program shows you how to set up a file, use it—once you have set it up—and maintain it. You might find the program useful for filing phone numbers, mailing lists, teacher's grade reports, household inventory, a personal library, recipes, or your winnings at the track. Commands are simple and easy to remember, so it's no problem if you want to edit, revise or rearrange your data for a specific application. Data can be stored on either disk or cassette.

Documentation is quite clear and the program itself contains screens to be read with the manual. Within a couple of hours, you should be able to begin storing information in your own personalized data base.

There is nothing very flashy about this program, and there are probably users with more demanding requirements for their filing program. However, for a user with average needs, PRK is more than adequate and very reasonably priced. A T.I. compatible printer will allow printed reports.

CARTRIDGE		
ITEM #	1283C	
SUG. RETAIL	$39.95	
H.S.G. PRICE	$35.95	
BONUS STAMPS	144	

HOUSEHOLD BUDGET MANAGEMENT
TEXAS INSTRUMENTS

Home Budget Management is a fairly simple, no-frills program designed to help you budget your money and then to keep track of where you've actually spent it.

With HBM you can keep a record, in one central location, of all the receipts, bills, canceled checks and grocery bills that might otherwise have been scattered in three different shoe boxes.

You and the program will plan a budget to coordinate income and expenses for the coming year. As the year progresses, you compare *actual expenses* with your *budget* and see where you have gone over-budget and what you must do to correct the situation. Easy-to-read charts allow you to project expenditures as well as review expenses for the year to date. You can do this, month by month, for each given category. (If you wish, you can break the analysis down on a weekly basis.) If a limit in a certain budget category changes, you can easily revise it.

There are 99 predefined categories available in the program, covering income and deductible and non-deductible expenses. Thirty-four of these may be active at a time. You may choose your own or use the 34 most common categories preselected by the computer.

The documentation gives a clear overview of the program. Both documentation *and* software contain tutorials, so you

CARTRIDGE		
ITEM #	1282C	
SUG. RETAIL	$24.95	
H.S.G. PRICE	$22.45	
BONUS STAMPS	90	

should be able to use the program after only a few hours of study.

This program was designed with fairly straightforward home finance in mind. We feel the program is not only well priced, but adequate to that purpose. If your home finances are more complicated and require specialized accounting procedures, we suggest you investigate some of the other programs available.

T.I. WRITER
TEXAS INSTRUMENTS

T.I. Writer's extensive list of features puts it in the basic professional word processor class and, for that reason, it's a good value for the price.

The major features of T.I. Writer are: insert/delete, word wrap, search/replace, tab setting, mail merge, move text, line centering, headers and footers, bold face, underlining, line centering, and right justification.

The word window scrolls horizontally (reformats), allowing you to view up to 80 characters. Though this is a utility, we found that it took some getting used to.

Besides the above features, T.I. Writer has some others that, while not terribly important, are rather interesting. You may, for instance, change the screen colors so that you view white letters on a blue background. Another function allows you to automatically repeat a line. Yet another assigns numbers to lines. When you are searching for a certain phrase, you can ask for the line number and have the computer place you there.

T.I. Writer is certainly suitable for professional application, but there is a tradeoff. The program makes extravagant use of control commands (multiple keystrokes); hours of use are required before you can expect comfortable proficiency.

T.I. Writer is compatible with any RS-232 printer. 32K memory expansion and disk drive are required as well.
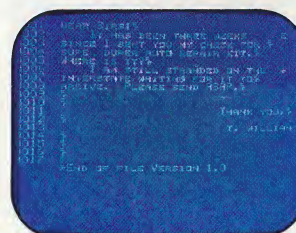
CART/DISK		
ITEM #	1281C	
SUG. RETAIL	$99.95	
H.S.G. PRICE	$89.95	
BONUS STAMPS	360	

HOW TO ORDER BY TELEPHONE:

Please have current Buyer's Guide and your credit card handy. Completing the order form in advance, just as you would for a mail order, helps the operator process your order quickly. If you have already used your order form please write down the catalog item, size and color if applicable, page # and title of the products you would like to purchase.

HAVE PROBLEMS?

For problems regarding your order, please call our Customer Service Department, 603-882-1455 weekdays—between the hours of 8:00 A.M. and 5:00 P.M. Eastern Time.

TELEPHONE SPECIALS.

We are now offering telephone specials! After you place your order, your operator will tell you about special sales items that may interest you. These are truly outstanding values (it's worth ordering just to find out what these specials are).

GUARANTEE.

All items purchased from The Home Software Guild™ are guaranteed to work. If an item is defective, you may return it in its original condition and package within 30 days (enclosing proof of purchase), for a prompt replacement.

HAVE YOU MOVED?

If you have moved please write to us with your change of address and your old address as it appears on your label.

WE'D LIKE TO HEAR FROM YOU!

If you have any comments or suggestions, please write to us...we'll be delighted to receive them. The address is:

The Home Software Guild™ P.O. Box 2031
Nashua, New Hampshire 03061-2031

BONUS STAMPS

All purchases from The Home Software Guild™ earn Bonus Stamps redeemable for FREE software or any other item listed in this Guide. *This includes purchases made with Bonus Stamps.* If you do not already have a Bonus Stamp Book in which to collect your Stamps—or you wish to request extra books—write to The Home Software Guild™. Or ask your operator when placing telephone orders. Or check off the box on the order form when placing mail orders. (Please do not use toll free ordering number just to order Bonus Stamp books.)

HOW TO SPEAK "COMPUTER"

Below, a few simple definitions of common computer terminology to help you feel more at home with your home computer.

A **WORD PROCESSOR** is simply a piece of paper, created electronically. Its value is that all the functions common to writing and editing are accomplished with little of the labor associated with them. A word processor will insert, delete or move words, groups of words and punctuation on the screen, usually after a few keystrokes. In addition, a composition can be stored and retrieved in its original form, changed and edited, and stored again, usually in a fraction of the time it would take to re-do it from scratch.

We have divided this type of program into two categories: the "home" word processor, and the "basic professional" one. A "home" word processor would be appropriate for student's work, personal correspondence, diaries, Club newsletters and personal creative writing. Easy to learn and use, geared for flexibility and low volume "work at home."

Some of the features common to a word processor would be adding or erasing letters, words, or groups of words (insert/delete), and the ability to move them. It should use simple commands, preferably one key or function keys to execute these features. It should be "screen oriented," meaning that what you see on the screen is basically what you'll see on the paper. It should be able to search for and replace words or phrases.

The "basic professional" word processor is more expensive, because it not only contains features required by professional users' text, but also features that are designed to make their work easier. It should include the above features, as well as such things as right and left justification, pitch control, proportional spacing, and tab settings. There should be extensive cursor control like move to beginning/end of text, paragraph, etc. It is also common to include headers, footers, centering of text, bold face and underlining. You should also be able to insert standard blocks of texts at points you indicate. Automatic pagination is important, linking stored files together to print them all together, as well as multiple copies, and you should be able to create and save form letters and lists of names/addresses that can be automatically inserted. When a "home" program has these features, we will indicate it in the copy.

The best way to conceptualize a **DATA BASE** is to think of a file folder, each paper in the folder, and each line of information on each paper. In data base terms, the folder is called a file, the paper is called a record, and each line of information on the paper is called a "field." Data base programs allow you to create this system and work with your records the

same way you are used to, sorting and regrouping, searching for specific ones, throwing some out, and adding new ones.

We have divided data bases into two general categories: "home record keepers," and "professional information managers." Home record keepers are useful for such things as recipe files, personal information, library or research material, name/address lists, hobby collections, etc. These programs should be able to print the individual and preselected groups of records, called "reports." You should be able to enter at least 10 "field" or lines of information on each record, and have at least 15 characters for each line. You should be able to group, or "sort" your records by one, preferably two criteria—like find all "a" records in a certain zip code—and you should be allowed at least 100 records for each of your files.

The "professional information manager" is a more expensive product, because it has the features commonly desired for business inventories, mailing lists, customer lists and so on. Programs in this category should allow at least 20 "fields" that can be at *least* 25 characters long. They should search for and sort by at least three different criteria and keep an index of those criteria, as well. You should be allowed numeric calculations within records for inventory and other uses, and the ability to change and update whole groups of records.

It is preferable that a single file be able to be expanded beyond one disk; that way you are *sure* that no matter how many records you add, you won't run out of room on one file. And it is important that you have flexibility in printing a report containing the information in your records. In other words, you should be able to group the information many different ways and have the flexibility in the way it appears on paper. And you should be allowed an index of these various report forms, so that you create a report with a few simple keystrokes.

Understanding an **ELECTRONIC SPREADSHEET** is simple. Take a piece of paper, list some figures in a column, and total them. In an electronic spreadsheet, the column would be totalled automatically. That's the magic of a spreadsheet; you can enter one month's budget report, and *all* of the calculations that it would take to arrive at possible savings each year will be done automatically for you. This financial modeling/forecasting application has made spreadsheet software enormously successful, but there are many other applications, including personal and home finance, inventory, income tax models, general ledger, stock portfolios, and scientific research.
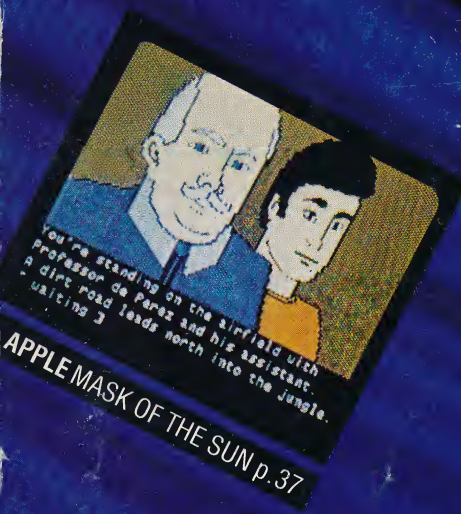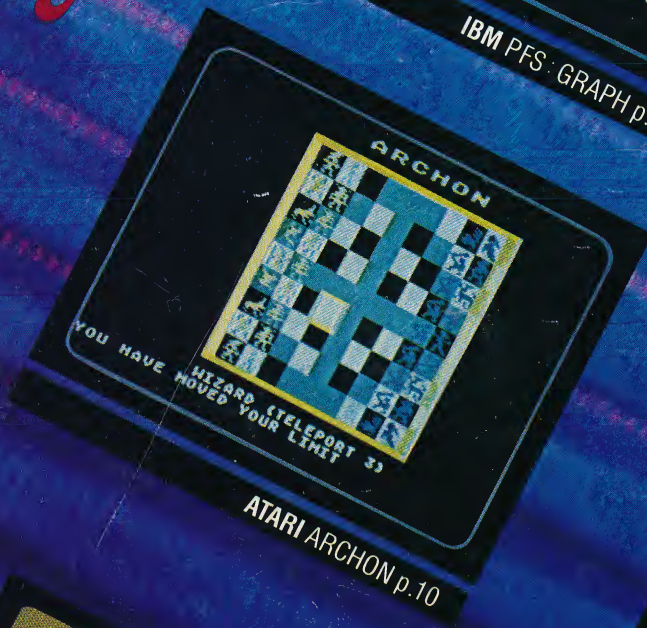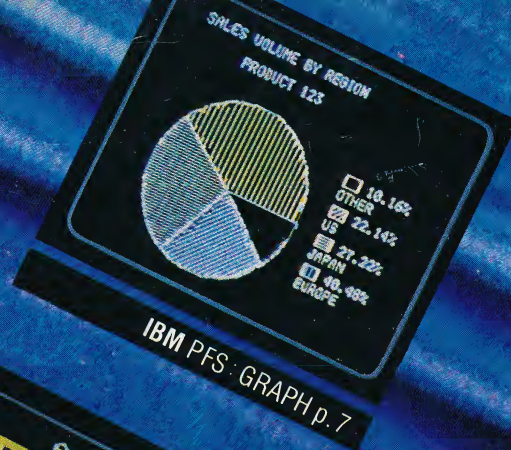
HOW WE TEST SOFTWARE AND MAKE OUR DECISIONS

We test and evaluate thousands of programs before deciding what goes in THE HOME SOFTWARE GUILD™BUYER'S GUIDE. We assemble panels of users who represent all ages and levels of computer expertise... some who are experienced with a particular machine or type of software and some who aren't. They work with the programs and fill out detailed evaluation forms. If we say a piece of software is good for children 3-6 years old, it's been tested on youngsters that age...If we rate it Easy, that's because computer novices have said that it is.

You should be aware that..."Best" in computer software is relative. Programmers are constantly improving their expertise. Before "Choplifter,"

"Best" was one thing...after, something else. 'Best' for the Apple is not necessarily the same as "Best" for the TI 99 4/A. In rating programs, we consider them in relation to other programs for that machine. We don't compare "Apples" to "Ataris" and we suggest you don't. "Best" might mean best price or the best we were able to find for a certain machine in a certain category. Our rating symbols and copy will tell you what to expect.

You should be aware that...we've tried to find something for everyone in the family—younger children, boys, girls, teens, moms, dads and older folks. We hope you'll agree, in using your Buyer's Guide, that we've succeeded.

THE HOME Software GUILD

SALES VOLUME BY REGION
PRODUCT 123

IBM PFS : GRAPH p. 7

T.I. DRAGON MIX p. 62

ARCHON

YOU HAVE WIZARD (TELEPORT 3)
MOVED YOUR LIMIT

ATARI ARCHON p.10

VIC-20 ELECTRONIC PARTY p. 29

You're standing on the airfield with
Professor de Perez and his assistant.
A dirt road leads north into the jungle.
- waiting)

APPLE MASK OF THE SUN p. 37

BASE UNDER ATTACK

COMM 64 NEUTRAL ZONE

p.50

The Home Software Guild™
P.O. Box 2031
Nashua, New Hampshire 03061-2031

000512   3DG
                          C0793